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A Golden Rule for Contract

Here is one brief rule which, if constantly borne in mind, will prove more helpful in Contract bidding than an infinity of conventions:

NEVER DEPEND ON YOUR PARTNER TO
MAKE ANY BID WHICH YOU CAN MAKE
YOURSELF.

CONTRACT DEVELOPMENTS

by

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AUTHOR OF "AUCTION BRIDGE CLARIFIED," "CONTRACT
AND AUCTION BRIDGE CLARIFIED"



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CONTRACT DEVELOPMENTS

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FOREWORD

During the two brief years of its development, the American game of Contract has not only gained thousands of adherents but has materially increased in interest for those of us who were fortunate enough to assist in its actual evolution. Even two years of uninterrupted teaching, writing, and playing have in no wise dulled for me the ever fresh significance of this most fascinating of all card games in which new thrills are constantly being unfolded to keep enthusiasm alive and to quicken card keenness.

The changes from the earliest form of Contract have been in no sense radical. While many conventions in Minor suit signal bids have cropped up here and there, it seems that all of these, with the possible exception of the Vanderbilt Club-Diamond convention,¹ are destined to go the way of similar signal bids in Auction. As a matter of fact these Minor suit conventions which various players have attempted to graft on the game of Contract are not new. They were tried out in the early development of Auction Bridge, and subsequently abandoned. Many signal bids which have been introduced as supposed novelties in Contract, really date back to the prehistoric times of "Bridge Whist" and "Lilies," when the Spade was the lowest ranking suit, and signal bids ran riot with a separate meaning for every Spade bid from one to nine.

It is hoped that the time will come when Contract may be a really cosmopolitan game, when local conven-

¹ See Appendix.

tions will be discarded, and *all* players will recognize that there is no better way of imparting information than to have the bids mean precisely what they say. In my opinion no false system of declarations can ever reach the high state of development which may be obtained in scientific natural bidding.

One of our greatest authorities on Auction and Contract, a man whom many consider the most remarkable card player the world has ever known, has recently published a plea for uniformity in the methods of playing Contract. Thus Mr. Sidney S. Lenz, in *Vanity Fair* of September, 1928, expresses himself:

“It would be a wonderful thing if the new game could be launched and played without the burdensome weight of arbitrary conventions.

“How pleasant it would be to cut in a game of Contract in New York or Toronto, in Portland, Oregon, or Portland, Maine, in Paris—France or Kentucky—without the necessity of anxiously inquiring what pet conventions were favoured. . . .

“At one New York club, the members have fourteen different meanings to the so-called informative doubles. It is a bit too much to ask a business man who drops in to play a rubber or two before dinner, to memorize these individual preferences.

“I am strongly opposed to a private convention unless it is explained to every player. A player could not be expected to understand what was taking place by such unnatural bidding.

“Should one such convention become universally adopted, why could not a hundred artificial meanings be given to bids and so degenerate the game of Contract from one of skill to an informative travesty?

“Admittedly, all card games have their conventions,

but when they are 'naturals,' no exception can be taken to them. Even the two bid at Contract, to show an exceptionally strong hand, is indicative, because when a hand is sufficiently strong to bid more than one, three or more should be called, unless it is desirable to hear from the partner or the adversaries."

For those players ambitious to improve their Contract bidding I should proffer the following advice: study card valuation, develop your imagination, rely on your common sense, and adopt as few conventions as possible.

L. H.

New York, November, 1928.

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THE SCORE FOR CONTRACT BRIDGE

As adopted by The Whist Club, New York, September
15th, 1927

TRICK VALUES

No Trumps 35; Spades 30; Hearts 30; Diamonds 20; Clubs 20; Doubling doubles trick values. Redoubling multiplies them by four.

GAME

A game is won when one side makes a contract score of 100 or more points. Of the tricks made, only those contracted for are scored in the contract score. All tricks made over and above those contracted for are scored in the honor score.

RUBBER

A rubber is ended when one side wins two games.

VULNERABLE

After winning one game a side becomes "Vulnerable." Until a side wins a game, it is "Not Vulnerable."

PREMIUMS

All premiums are scored in the honor score and are classified as follows:

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<i>Honors:</i>	<i>Points</i>
4 in one hand.....	100
5 in one hand.....	150
4 aces in one hand in No Trumps.....	150
All other	None

For Winning Final Game of Rubber:

If a two-game rubber.....	700
If a three-game rubber.....	500
(Other games, no bonus)	

Making Contract:

Extra Tricks:

If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick.....	50
If Doubled (When Declarer is Not Vulnera- ble), per trick.....	100
(When Declarer is Vulnerable), per trick	200

Slams Bid and Made:

Unbid Slams Made.....None

Slam Premiums are additional to all other premiums.

Doubling and redoubling do not alter slam premiums.

PENALTIES

Undertricks (Scored in Adversaries' honor score):

If Undoubled (When Declarer is Not Vulnerable) per trick 50

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If Undoubled (When Declarer is Vulnerable)		<i>Points</i>
	for first trick.....	100
	for subsequent tricks, per trick..	200
If Doubled (When Declarer is Not Vulnerable)		
	first two tricks, per trick.....	100
	for third and fourth tricks, per trick	200
	for subsequent tricks, per trick..	400
If Doubled (When Declarer is Vulnerable)		
	for the first trick.....	200
	for subsequent tricks, per trick..	400

Redoubling doubles the doubled premiums and penalties except those for slams.

REVOKE PENALTY

43. (a) Two tricks for the first revoke by any player.
 (b) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer, and carry their full premium or penalty values in the honor score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side has not enough tricks to pay the penalty in full, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

NOTE TO ALL CHAPTERS ON BIDDING

It must be clearly understood by the reader that in this book all general rules on bidding are predicated on the assumption that there is a clean score. When either side is vulnerable or has a partial game, the conditions for certain declarations are materially changed.

The score is a very important factor in bidding, and the declarations of expert Contract players conform to the score at all times. But for the sake of clarity the fundamentals of Contract bidding have been set forth with almost no exceptions, and score bidding has been treated in a separate chapter.

CONTRACT DEVELOPMENTS

CHAPTER I CHOOSING BETWEEN BIDS

There can be but one opening or original bid on each deal. All bids which follow this first bid are designated by different terms and influenced by different factors. The opening bid may be made by the dealer; by the second hand after dealer has passed; by the third hand if both dealer and second hand have passed; or by the fourth hand if all the others have passed. Third and fourth hand original bids require greater minimum strength than such bids when made by the dealer or second hand. The original or opening bid is the most significant and informative of all declarations, and the most clear-cut in its requirements.

When you look over your hand and contemplate an original bid, remember that Major suits come first. Look for a sound Spade or Heart declaration before anything else. While the No Trump requires one less trick for game, the Major is a better opening because it is infinitely safer. The danger which lurks in any but an invincible No Trump bid—that both partners may be short of the same suit—does not enter into declared trumps, where the ability to ruff short suits gives Declarer control of the hand. So remember that a Heart or a Spade is a safer declaration than No

Trump, and that the percentage is always in favor of the Major suit as a game winner.

Having chosen a Major suit opening on a hand which also justifies a No Trump bid, even if partner assists, it is sometimes advisable to show your No Trump on the second round. With a conventional five-card Major suit, the distribution of your hand is usually the deciding factor in this situation. With a five-three-three-two distribution of your cards, the switch is advisable. For example, with this hand: ♠ A K x x x ♠ Q 10 x ♦ K x x ♣ A x,¹ the original bid is one Spade, the second bid two No Trumps, thus giving Partner a choice of which he prefers to play. With a distribution less favorable to No Trumps, rebid your suit.

Should the Major and Minor suit be reversed, as ♠ K x x ♠ Q 10 x ♦ A K x x x ♣ A x, the Minor suit should not be mentioned. The No Trump should be bid originally and rebid after an assist from partner.

The reason for making this distinct difference between the Major and Minor suits has to do, of course, with the game-going probability of the two declarations. The object of Contract is the game—those all-important 100 points which go toward the winning and scoring of rubber bonuses. Expert bidders have constantly in mind the objective of *arriving at a game-going declaration*. And all experienced players know that a game is rarely made on Minor suits, in which five odd tricks are required to score 100 points.

Often the Declarer can succeed in holding his adversaries down to three tricks, and can win four odd. But this, on the majority of hands, is the limit of the

¹ In all example hands an x represents any card lower than an honor.

trick-taking capacity of his and dummy's combined cards. To get five odd, the adversaries must be held down to two tricks, one less than they will average to take, unless their hands are unusually weak. (An average hand played defensively will take one and one-half tricks.)

With these facts in mind, the expert player does not open the contracting with a Club or Diamond if he can bid a Heart or Spade. Nor does he declare a Minor suit if his hand measures up to proper No Trump strength and distribution.

However, do not accord such undue consideration to the relative values of the various bids that you are inclined to pass perfectly valid Minor suit declarations. This warning is given because there seems to exist an inexplicable prejudice against original Minor suit bids.

As a matter of fact, even a minimum original Minor suit bid is in many ways invaluable. It informs your partner that you have quick tricks, and encourages him to name a better bid, if possible. Occasionally it finds your partner with sufficient assistance to make five odd tricks, and game at the Minor suit. Or again, should the opponents win the contract, and your partner have the lead, your original Minor suit bid, directing his lead to your best holding, may result in setting a contract which the opponents could otherwise have made. The importance of showing minimum Minor suit bids of one can never be overlooked if you stop to realize that your opponents average to play half the hands which are dealt.

No discrimination should be made between bidding a Major or Minor suit except when there is a choice between one or the other. In Contract, as in Auction, a suit should never be bid originally unless it can be

played. The usefulness of Minor suits as game savers alone makes them invaluable.

Many players have never clearly grasped the fact that *any* original Minor suit bid is a signal to urge partner to make a bid more promising for game. And that the partner of a Minor suit bidder should, whenever possible, improve matters with a Major suit or No Trump take-out.

In short, you may take this for a maxim: The only excuse for failing to declare a sound Minor suit is a better bid.

CHAPTER II

NO TRUMP BIDS

As a rule the last thing that a Contract player learns is the most important thing he should know. That is, how to count probable and assisting tricks in his hand.

Probable tricks are the general tricks your own hand will *probably* take if your declaration becomes final. Assisting tricks are the tricks your hand will probably take in support of Partner's bid.

To be able to form a correct estimate of the trick-taking power of his hand under varying circumstances will stand a player in better stead than a knowledge of all the Contract conventions ever invented. Yet an expert bidder, which means one who understands the nice distinctions of card valuation, and has sufficient judgment, vision, and imagination to make the most of his knowledge, is rarely encountered even among those who play their cards with ability. However, no one denies that the expert bidder wins a larger share of the rewards of the game than the expert player.

Thorough analyses of the many phases of probable trick valuations, especially in suit bids, would require a volume all to themselves. But even though a thorough exposition is not possible in a work of this scope, a subject of such importance cannot be passed over without an effort to bring the reader into touch with some method of appraising his hands and arriving at some trustworthy idea of their values.

The average card player hates mathematical counts.

And who can blame him? Bridge ceases to be a game and degenerates into a study of elementary fractions if a player must add up three-quarters of a trick in Spades, one and one-half in Hearts, one-quarter of a trick in Diamonds, and one-third in Clubs before he can decide on a bid. And yet bridge is inherently a game of mathematics and the successful bidder in Contract must be armed with some sound method of calculation which tells him the probable trick-taking value of every card in his hand. There is no reason why every Contract player should not acquire such a method because it can be had in a quick and easy manner with the distasteful fractions retained but so heavily sugar-coated that he can swallow them with ease.

In a No Trump hand, let us run over the cards which are most apt to be trick winners and see how the sugar coating is applied to their fractional values. First of all we have the Ace, a sure trick-taker. Make it the unit of measurement and accord it the value of four points. Next comes the King, worth three-quarters of a trick or three points. Bridge tradition accords a guarded King the value of one-half trick. But all experienced players know that a well-guarded King in a No Trump hand actually stands not a half but a three to one chance of proving a winner. A guarded Queen comes next in value, being worth half a trick or two points. A Jack is worth one-fourth of a trick, one point. Thus:

HONOR POINT COUNTS FOR NO TRUMP

Ace	= 4
King	= 3
Queen	= 2
Jack	= 1

The requirement of three guarded suits is one universally recognized as necessary for a No Trump bid. A suit is considered guarded, or stopped, when it contains an honor accompanied by sufficient small cards to guard the honor against being captured by a higher one.

The Ace, being the highest card of a suit, naturally needs no protection. The King requires one guard, the Queen two, and the Jack three. None of these combinations can be relied upon against a suit which an opponent has bid, but for an initial declaration on a hand of sufficient strength, the guards may be considered within the margin of legitimate chance.

Many hands which are guarded in three or even four suits are far too weak to promise a successful No Trump declaration. The easiest, surest, and quickest way to arrive at the strength of a No Trump hand, and to decide whether you may open with a declaration of one, two, or three, is to use the honor-point system for gauging your values.

Having three well-guarded suits in proper No Trump distribution (i.e., no singletons or missing suits), count every honor in the guarded suits. This simple, but really scientific count is a safe means of appraising a hand because it gives not only the relative worth of the cards which are most likely to prove trick takers at No Trumps but provides a quick basis for calculating the number of tricks in a bidding hand. In a hand of even distribution, which receives normal support from partner, each unit of three points will average to produce a trick, so that the number of points divided by three gives the number of tricks which the hand may be expected to take. For example, a hand counting fifteen will average to take five tricks, a hand counting

eighteen, six tricks, etc. Opening the bid first or second hand when vulnerable, a bid of one No Trump is warranted with a count of fourteen points, i.e., approximately five tricks.

Examples of No Trump Bids of One

♠ KQx	♥ xxx	♦ QJxx	♣ AQx
♠ xxx	♥ Axx	♦ AQx	♣ Axss
♠ KJxx	♥ AJx	♦ KQx	♣ xxx

When every suit is stopped, or when the hand is plentifully sprinkled with intermediate supporting cards, such as nines and tens, the count may be shaded to thirteen points. If not vulnerable, thirteen points will serve for an opening bid on any well-distributed first or second hand.

An original bid of two No Trumps requires protection in every suit when vulnerable with a total count of eighteen points. When not vulnerable, the count may again be shaded by one point. There are occasions when not vulnerable that a two No Trump bid is justified with three guarded suits. But the unprotected suit must contain three cards or a supporting honor. And the count must be more than eighteen. On hands of such power, however, with one suit unprotected, it is usually preferable to make an "approaching bid" of two if you have a strong Minor suit (containing at least four cards).¹

A declaration of three No Trumps should never be made unless the four suits are guarded. The points should be twenty-one or twenty-two depending upon the "intermediates" and the favorable distribution of the cards.

¹ See Minor Suit Bids of Two, page 64.

*Examples of Higher No Trump Bids**Two No Trumps*

♠ A 7 6 ♥ K Q 4 ♦ K Q 7 6 ♣ A 8 6

Two No Trumps (Not Vulnerable)

♠ A K Q ♥ A Q 8 3 ♦ J 8 5 ♣ K 2 7

Three No Trumps

♠ A J 1 0 ♥ A K 8 5 ♦ K Q J ♣ Q J 4

It must be clearly understood that a two or three No Trump bid is in no sense pre-emptive or designed to shut out the partner. Even more emphatically, a high No Trump bid invites him to show a strong Major suit which might produce a safer game contract.

HONOR POINT COUNTS FOR ORIGINAL NO TRUMP BIDS

Values

(Count only guarded honors).

A = 4

K = 3

Q = 2

J = 1

Vulnerable

Points necessary	— for a bid of
14	— 1 No Trump
18	— 2 No Trumps
22	— 3 No Trumps

Not Vulnerable

Points necessary	— for a bid of
13	— 1 No Trump
17	— 2 No Trumps
21	— 3 No Trumps

NOTE: Add one additional point for two tens held in support of higher honors.

*Examples of Higher No Trump Bids**Two No Trumps*

♠ A 7 6 ♥ K Q 4 ♦ K Q 7 6 ♣ A 8 6

Two No Trumps (Not Vulnerable)

♠ A K Q ♥ A Q 8 3 ♦ J 8 5 ♣ K 2 7

Three No Trumps

♠ A J 1 0 ♥ A K 8 5 ♦ K Q J ♣ Q J 4

It must be clearly understood that a two or three No Trump bid is in no sense preëmptive or designed to shut out the partner. Even more emphatically, a high No Trump bid invites him to show a strong Major suit which might produce a safer game contract.

HONOR POINT COUNTS FOR ORIGINAL NO TRUMP BIDS

Values

(Count only guarded honors)

A = 4

K = 3

Q = 2

J = 1

Vulnerable

Points necessary — for a bid of

14 — 1 No Trump

18 — 2 No Trumps

22 — 3 No Trumps

Not Vulnerable

Points necessary — for a bid of

13 — 1 No Trump

17 — 2 No Trumps

21 — 3 No Trumps

NOTE: Add one additional point for two tens held in support of higher honors.

THE APPROACHING BID

As has been pointed out, even when holding three guarded suits with a strong honor count, it is inadvisable to declare an original No Trump if your hand is void of a suit or contains a singleton or worthless doubleton. It is hardly possible to expect your partner to take care of a whole suit unless he has previously shown strength in it. With a hand of such unfavorable distribution an introductory or approaching bid in a suit should be declared originally, giving your partner and the opponents full opportunity to show any strength that they may have.

The advantages to be derived from an Introductory Bid of this kind are numerous. The suit in which you are short will usually be bid. If your partner names it, you can go to No Trump, bidding as high as your undeclared strength warrants. If Partner has no strength in your weak suit, he may have an independent bid in one of the other two suits in which you are strong, or assistance for you. In any case, if the opponents hold the strength in your missing suit, you are usually better off not to play the No Trump.

Though the following hands have three guarded suits, and an honor point count of more than fourteen, the distribution of each hand makes an introductory bid in some suit more desirable than a No Trump declaration.

One Club

♠ xx ♥ Kxxx ♦ AKx ♣ AQxx

One Diamond

♠ Qxxx ♥ Axxx ♦ AKQx ♣ x

One Heart

♠ Axx ♥ A QJx ♦ Axxx ♣ xx

THE SHIFT TO A NO TRUMP

Having made an introductory bid with a strong three-suited hand, *if the opponents fail to show strength* and your partner gives you only a single raise, it is usually good policy to shift your second bid to two No Trumps. For example, with this hand:

♠ A K 10 x ♠ x x ♦ K Q x ♣ A 10 x x

the proper original bid is one Spade. Should Partner assist to "Two Spades," and both opponents pass, your second bid should be "Two No Trumps." This shift would be interpreted by any intelligent partner as a direct question, asking what declaration he can best assist. If his raise is based on Spade length and the ability to ruff an outside suit, he should return to the Spade bid, raising to three or four as his assistance warrants. When his values lie outside of the Spade suit and his hand promises better support for your No Trump, according to his strength, he should pass or bid "Three No Trumps." When not vulnerable, the gamble for a game at No Trumps should usually be taken.

This shift bid from a suit to No Trump is often advisable when the hand is generally strong and the trump suit in any way doubtful, as a four-carder, a compensated trump suit, or one quite weak in honors. As pointed out in the first chapter, this shift bid often proves valuable when the distribution of the cards is particularly favorable to a No Trump.

DECLARING NO TRUMPS AFTER AN ADVERSE BID

If you have the opponent's suit twice stopped you may bid a defensive No Trump with a hand of the

same type and strength as required for an original bid. With only one stopper against your adversary's suit, it is usually better policy to make an informative double than to overcall with a No Trump. Without any stopper, a No Trump bid is impossible. Lacking the protection of two guards in your opponent's suit only declare two No Trumps when you have at least seven tricks ready to "run." For example, over an adverse declaration of Spades, Hearts, or Diamonds, this hand would be a justifiable bid of two No Trumps: ♠ K x, ♥ K x, ♦ A x x, ♣ A K Q x x x. A defensive call of three No Trumps could only be justified by an indomitable hand practically sure of success.

ASSISTING PARTNER'S NO TRUMP BID

If the next opponent passes after your partner has bid No Trump, unless you have a Major suit strong enough to justify a take-out, count your honor points for a No Trump raise. Every honor *whether guarded or otherwise* is counted in the assisting hand. Here, as well as in the hand of the original bidder, a unit of three honor points will average to produce a trick. With a count of nine points, partner's No Trump bid of one may be raised to two. Twelve points always justifies a raise to three. These counts may be shaded by one point when you are not vulnerable, or when vulnerable and having good intermediate cards, or one long, strong Minor suit with a reentry. Also, when vulnerable, if your partner opens with a fourth-hand bid. Holding a fully established Minor suit you should raise your partner's No Trump even without a reentry.

If Partner opens with a bid of two No Trumps, he

shows a well-guarded hand with a minimum of six probable tricks. Hence, his expectation from your cards is lower and you may raise with a count of six.

This system of partnership bidding is especially valuable because it protects the partners from the set which occurs so often when a "Three No Trumps" bid is not figured scientifically but merely "guessed at."

ASSISTING NO TRUMP BIDS

(Count every honor, guarded or otherwise)

If Partner bids one No Trump

Points necessary	—for a raise to
8-9	—Two
11-12	—Three

If Partner bids two No Trumps

Points necessary	—for a raise to
6	—Three

AGAINST AN ADVERSE BID

When your partner's No Trump is disputed with an adverse declaration, your best recourse lies in a sound Major suit bid. Failing this you may carry on with the No Trump if you have the proper count and distribution with the opposing suit stopped once, or preferably twice. Having only one stopper when vulnerable, the minimum count is scarcely sufficient for a raise.

With a strong assisting hand for No Trumps and no sure guards in the opponent's suit, it is often advisable to name a strong Minor suit of four or five cards. As this bid will be interpreted by your partner

as a signal to rebid his No Trump if he can safely stop the adverse suit, you must be sure that your general supporting strength warrants your giving him such definite encouragement.

TAKING OUT A NO TRUMP

Remember, and remember again, *there is no weakness take-out in Contract*. Also remember that this admonition applies to take-outs of No Trump as well as suit bids. The best way to tell your partner that you have a weak hand is to pass.

Admittedly, holding a worthless suit of five or six cards over your partner's No Trump, it is a temptation to fly to his rescue with a take-out which *for the moment* seems to improve the situation. But when so tempted, stop and visualize the probable result of your misguided efforts. Your partner, reading your bid as strength, will very likely carry it on or rebid his No Trump for a devastating set. All of which will land him in hotter water than you took him out of.

When you pass after your partner bids, you make it clear to him that you lack sufficient values for either a raise or a take-out. Under such circumstances he must discount your support in any rebid which he considers. By restricting your take-out bids to hands of definite strength, you give your partner the assurance that he may support them with perfect safety. This confidence, once established between partners, results in innumerable games and rubbers which otherwise could not be bid.

So many factors, such as score, distribution or type of hand, partner's position in bidding, etc., enter into the question of making a sound take-out bid, that it

is impossible to issue arbitrary rules which should be followed under all circumstances. Neither must the general rules given here be regarded as conventions. They are merely suggestions for common sense bids which any intelligent partner should interpret as an effort on your part to arrive at the happiest result for your combined hands.

MAJOR SUIT TAKE-OUTS

If your partner should bid one or two No Trumps, take him out when you have a Major as good as an original or defensive bid, or a hand which offers a close choice between a take-out bid and a raise, and the distribution is unfavorable to No Trump. This last-named bid is advisable when your hand counts about nine points, has a fairly strong Major suit, and is void or short in one or two suits. For example: ♠ Kxxxx, ♥ Ax, ♦ xx, ♣ Qxxx; or, ♠ x, ♥ QJxxx, ♦ Ax, ♣ Qxxx.

It must be noted that the above hands are minimum take-outs and should not be rebid even if partner raises. With stronger trumps or a higher count, a rebid could be given.

With any seven-card Major suit take your partner out of his No Trump, bidding two or three according to the strength of the suit or general strength of the hand. With a six-card Major, take out with a two bid when the suit is headed by an Ace-Queen, or King-Queen, or with weaker tops if the hand counts above seven points.

Take out with a bid of three in a Major suit when you have a conventional original bid with a count of more than twelve. For example: ♠ KQxxx, ♥ Ax,

♦ K Q x, ♣ x x x; or, ♠ x x, ♥ A J 10 x x, ♦ K Q J,
 ♣ K J x.

MINOR SUIT TAKE-OUTS

With a Minor suit of five, six or seven, lacking one card of being set up and having no reentry, for example: ♠ x x, ♥ x x x, ♦ K Q J x x, ♣ x x x; or, ♠ x x x, ♥ x x x, ♦ x x, ♣ A Q J x x, bid two of your suit over your partner's one No Trump. With a reentry, as ♠ A x, ♥ x x x, ♦ K Q J x x, ♣ x x x, or with the suit set up as ♠ x x x, ♥ x x x, ♦ x x, ♣ A K Q x x, do not mention the Minor suit, simply advance the No Trump bid.

Bid three of your suit over your partner's one No Trump when holding an unestablished Minor of abnormal length without sufficient strength to promise support for a No Trump. For example: ♠ x x x, ♥ —, ♦ K J 10 x x x x, ♣ x x x.

This take-out is a danger signal, so should not be used unless the hand is generally weak. With the following holding, the bid is not three Diamonds but three No Trumps: ♠ A x, ♥ K x, ♦ K J x x x x, ♣ x x.

Bid four of a Minor suit over partner's one or two No Trumps to show a hand of abnormal trump length and strength, which has a poor distribution for No Trumps, and is assured of game at the suit named. For example: ♠ —, ♥ x x x, ♦ K Q J x x x x, ♣ A K x.

REBIDDING A NO TRUMP

If you make an initial bid of one No Trump and your partner passes, he emphatically announces that he lacks sufficient strength either to raise you or to take

out. Under such circumstances you are never safe in rebidding over an opposing bid unless practically independent of your partner's support. On a hand which you feel is strong enough for a rebid after Partner has passed, an informative double of your opponent's suit is usually safer and more effective than a second bid at No Trumps.

When you have opened with a bid of one No Trump, and your partner has raised to two, it must be noted that the value of your hand as a whole is increased by the assurance of support. Therefore, you are always justified in chancing a rebid for game on one extra point (count of fifteen). With the extra trick which usually develops from the play of the combined hands, your three No Trumps on fifteen points is a good gamble.

When not vulnerable, after a raise from Partner, take the gamble for game on fourteen points. If vulnerable, unless your skill in play is superior to your adversaries', the rebid for game on fourteen points without strong "intermediates" must be recognized as a gamble with the odds against you.

If, instead of giving you a raise, your partner takes your No Trump out in a suit, the question of your next bid depends on three things: the score, the strength of your hand, and how well you like Partner's suit. Assured that your partner uses the system of suit take-outs advocated in this chapter, you have a clear picture of his holding to guide your subsequent procedure. As he does not take out in weakness, the question is, what type of strength does his bid reveal?

A Major suit take-out of two showing strength which may be general or concentrated is a safer and more promising bid than No Trumps, so coöperate

with your partner if you have normal expectancy in his suit.² Without support additional to that shown by your original bid, either in high cards or distributional assistance, pass the bid. With such support, raise one for each assisting trick not shown originally. For example, after a Spade take-out: ♠ A 8 6 2, ♥ K Q 5, ♦ A J 3, ♣ 7 5 2, this hand permits one raise because of the extra trump trick (not shown originally).

Lacking normal expectancy in Partner's suit, rebid your No Trump, going to three if the count is better than a minimum.

Should your partner take out your original No Trump with three of either Major, your course is well defined. You *must bid*, either four in the declared trump, or three No Trumps if weak in Partner's suit. Even though you have opened on a minimum count, keep the flag flying, for a game is almost certain.

As we know, the prospects are not so optimistic when Partner takes out your No Trump with a Minor suit bid of two or three. The two bid warns you that his suit is not entirely established and he is without a sure reentry. Unless far stronger than a minimum, you can only occasionally rebid your No Trump after such a take-out. But holding partner's missing honor, and plentiful stoppers in the other three suits, a rebid is a good gamble.

Over Partners' Minor three bid, a return to your No Trumps is practically never justified. Holding sufficient quick trick assistance you may raise the suit, although games are rarely developed from legitimate Minor take-outs of three.

With a four bid it is different. Here Partner is lead-

² Three small trumps, or two, one of which is an Ace or King.

ing to a practically sure game, perhaps a slam. When you open with a No Trump and Partner takes out with four in a Minor or three in a Major, if your support is strong, be on the alert for a possible slam.

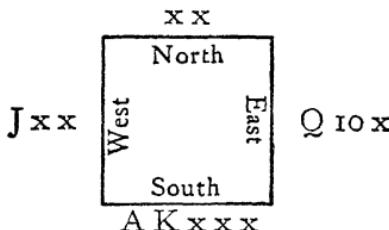
CHAPTER III

PROBABLE TRICK VALUES AT DECLARED TRUMPS

Unfortunately the direct and clear-cut method of counting honor points, so helpful in valuing a No Trump, will not answer for suit bids, which must be played under such totally different conditions. It must be realized that no one general method can be contrived to show the trick-taking power of cards played under quite different circumstances. Card valuation must always be a matter of common sense and judgment of the various conditions which surround a given bid. The underlying purpose of this chapter on values in a bidding hand at Declared Trumps is not to give the reader charts and tables which he must memorize and think about when making a bid, but to point the way to constructive thinking concerning the worth of the actual cards which he happens to find in his hand.

When a player bids one, he contracts to take seven tricks. But he is not expected to take all of these himself. His hand is supposed to furnish only five of the tricks contracted for, and he is permitted to count on finding the other two in his partner's hand. To ascertain how these five tricks can be counted in the Declarer's hand, let us take this clear-cut type of one Spade bid: ♠ A K x x x, ♥ x x x, ♦ x x x, ♣ A x. It is immediately seen that four tricks must be produced from the trump suit alone, as there is but one possible trick in the outside cards. By subtracting the number of trumps held in the bidding hand from the total thirteen, we get eight, the number divided among the other three players at the table. Normally these

outstanding trumps will be distributed evenly (or as evenly as possible), one player holding two, the others three each. When this "normal distribution" exists, even though the outstanding strength lies with the adversaries, as shown below, the above hand played by Declarer can make four tricks in trumps. For example:



If Declarer leads out his Ace and King he gets six trumps. Then by playing one of his small trumps, he throws the adverse Queen and Jack together and is left with two remaining trumps, which, with the two trumps already taken in and his Ace of Clubs make his quota of five tricks.

It is on this basis that the number of probable trump tricks in a declarer's hand are estimated. Unless the bidding indicates an unfavorable distribution, the outstanding trumps are presumed to be evenly divided, and the remaining cards which are left after the adverse trumps are drawn out (called "Remainders") are counted as tricks together with the number of top cards likely to prove winners.

With this even, or "normal," distribution of the outstanding trumps, any five-card trump suit in a bidding hand should furnish two "remainders." A six-card suit may be counted on for three remainders and a seven-card suit for four (unless the top cards are very strong, in which case five remainders may be counted). In suits of greater length the total number of winning tricks can usually be estimated at a glance.

Strictly speaking, the last card of a four-card suit should not be estimated as a remainder. With four-card suits it is the exception, not the rule, to find the nine outstanding cards so proportional in their division as three-three-three. But if your top trumps and general hand are substantial, in making an initial bid the last card of a four-card trump suit may be reckoned as a trick. After your initial bid, however, unless substantiated by a high "jump assist" from your partner, this optimistic viewpoint should be abandoned.

When an established suit is held in trumps, every card in it is counted as a probable trick. For instance, this suit *as trumps* would be reckoned as five tricks, A K Q x x: two remainders and three winners at the top.

This suit—A K Q x x x = Six tricks: three remainders and three winners at the top.

This suit—A K Q x x x x = Seven tricks.

When a trump suit is not established, the top cards must be counted for their *face value*. In the case of K Q J x x, for instance, it is readily seen that only one of the three top cards will be lost, so that four probable tricks may be counted in the suit.

With Q J 10 x x, two of the three top cards must be lost, but the third is a sure winner. So the estimation of the suit's value is three tricks.

It is a simple matter to get the value of established suits and of suits headed by solid sequences. Also to count such clear-cut values as an Ace or Ace-King when they appear at the top of a suit. But there are certain combinations of top honors which present complications that only experience and a little thought will clarify. In the table the term "finessing value" simply means the better than 50-50 chance of finding adverse cards favorably located.

VALUES IN A BIDDING HAND

Two sure winners and $\frac{1}{2}$ trick finessing value of the A-K-10 combination	A K J	x x	{ and 2 remainders total $4\frac{1}{2}$ tricks
Two sure winners and $\frac{1}{2}$ trick finessing value for the A-Q	A Q J	x x	{ and 2 remainders total $4\frac{1}{2}$ tricks
One sure winner and $\frac{1}{2}$ trick finessing value for the A-J-10	A J 10	x x	{ and 2 remainders total $3\frac{1}{2}$ tricks
One sure winner and $\frac{1}{2}$ trick finessing value for the K-Q-x	K Q x	x x	{ and 2 remainders total $3\frac{1}{2}$ tricks
One sure winner and $\frac{1}{2}$ trick finessing value for the K-J-10	K J 10	x x	{ and 2 remainders total $3\frac{1}{2}$ tricks
One winner for the K-J combination	K J x	x x	{ and 2 remainders total 3 tricks
One-half trick for the finessing value of the guarded King	K x x	x x	{ and 2 remainders total $2\frac{1}{2}$ tricks
One-half trick for the finessing value of the Q-J-x combination	Q J x	x x	{ and 2 remainders total $2\frac{1}{2}$ tricks

Wherever used in this book, the term or figure indicating one-half of a trick should be interpreted as a trick which, while uncertain, will average to win more than half the time. As the author earnestly desires to avoid the use of confusing fractional terms, no value below a half trick is mentioned. But a player must keep in mind that all Queens and Jacks, whether or not rated in the above table, must be regarded as having definite *plus values* which raise the general average of a bid and should always be taken into account, especially when assisting and rebidding. For example, a guarded King in one suit and guarded Queen in a second may be rated as one full trick.

The above table covers the main honor combinations in which finessing values play a part. Other combinations which may appear in a hand can be worked out in the same manner. As a matter of fact, once the method is understood, reference to the table should not be needed by a player at all versed in the play of the cards.

To estimate the probable tricks in longer suits, use the same method of valuing the top cards, simply adding the greater number of remainders which the longer suit will furnish.

PROBABLE TRICK VALUES IN SIDE SUITS

In a Declared Trump bid, honor combinations in side suits are valued in the same manner as trump honors. For example, this hand with Spades as the trump would be valued at eight probable tricks:

♠ A K J x x x	♥ Q J x	♦ A Q	♣ K x	
(5½)	(½)	(1½)	(½)	= 8

This one at seven plus

\spadesuit A Q J x x x	\heartsuit K Q x	\diamond Q x x	\clubsuit x
(5½)	(1½)	(plus value)	(0) = 7 +

This one at six plus

When the trump suit is sufficiently long and strong to insure control of the hand, the remainders, as well as the top cards of a side suit of five or more, are included in the general estimation of probable tricks. For instance, with Spades trumps, ten probable tricks could be counted in this hand:

The strong trump suit, insuring control of the hand, gives full value to the established Diamond suit.

Other example trump bids in which the remainders of side suits may be counted as probable tricks:

With Hearts trumps

♠ x ♠ A K Q x x x ♦ K Q J x x ♣ x
 (6) (4) = 10

With Clubs trumps

With Diamonds trumps

♠ x ♦ — ♦ Q J 10 x x x x ♣ A x x x x
 (5) (3) = 8

Even with hands of less trump strength, if Partner definitely shows trump support, the remainders of side

suits may be counted as probable tricks. This principle is the basis of the high value accorded a two-suit hand which finds trump support with Partner. For instance, holding: ♠ A K 10 x x, ♥ A K 10 x x, ♦ x x, ♣ x, with a raise from Partner in either suit, the remainders as well as the top cards of the second suit can be counted as probable tricks.¹ Without such a raise, only the *top cards* of the second suit would have any definite value. Thus, after a raise from Partner in either suit, the above hand is worth eight probable tricks. Before hearing from Partner it is worth only six tricks.

SHIFTING VALUES

After a bid has been made by an opponent, still another element enters into the calculation of the trick-taking value of your hand. This element is your position in relation to the opponent's declaration. If you are *over* the bidder (that is, if he must play before you do) your position is advantageous. If you are *under* the bidder (if he plays *after* you), you are at a disadvantage.

You are **OVER** the player at your **RIGHT**, and **UNDER** the player at your **LEFT**.

When you are *over* an opponent who has made a No Trump bid or an informative double, your guarded honor cards take on an added value. When you are *under* the opponent who has made such a declaration, the same holdings depreciate in value.

In making an opening bid, it is not necessary to give any consideration to the hands over and under you. For example, in making an opening bid of Spades, the

¹ If partner has length in the side suit, it can be established; if he is short, it can be trumped.

following hand would be estimated for seven probable tricks:

\spadesuit A K 10 x x	\heartsuit K x x	\diamond A Q J	\clubsuit x x
(4)	(½)	(2½)	(0) = 7

But if you held the same hand *over* an opponent's No Trump bid, you could increase your estimate of probable tricks at a Spade bid to eight. Thus:

\spadesuit A K 10 x x	\heartsuit K x x	\diamond A Q J	\clubsuit x x
(4)	(1)	(3)	(0) = 8

Such a shift in valuation is based on the justifiable assumption that the No Trump bidder (who must play before you do) has the Ace of Hearts and the King of Diamonds. On the same assumption, the hand shown above would diminish in value if held *under* the adverse bid. In this position your hand would be worth only six probable tricks for a Spade declaration. For example:

\spadesuit A K 10 x x	\heartsuit K x x	\diamond A Q J	\clubsuit x x
(4)	(0)	(2)	(0) = 6

The fact of sitting over or under a trump declaration does not cause a definite shift in the value of the cards which you hold outside of the suit which your opponent has named. But there is a general increase in the value of all tenaces and guarded honors. And the honors² in the suit which an opponent has bid are worth double or more their original value when held over the bidder and correspondingly less when held under the bidder. To illustrate:

² Other than Aces and solid sequences.

Kxx of opponent's suit OVER the bidder = 1 trick
UNDER the bidder = 0 trick

AQ of opponent's suit OVER the bidder = 2 tricks
UNDER the bidder = 1 trick

KJ10 of opponent's suit OVER the bidder = 2 tricks
UNDER the bidder = 1 trick

KQx of opponent's suit OVER the bidder = 2 tricks
UNDER the bidder = 1 trick

Similar holdings are valued in much the same way when over or under No Trump bids and informative doubles. These examples will suffice to give the reader a working basis for calculating shifting values when they appear in a hand. The question of being over or under certain adverse bids plays a part throughout all the contracting subsequent to the opening bid. If you wish to become an absolutely reliable bidder, you must develop facility in shifting the value of your probable tricks according to the location of adverse bids. This facility is necessary in making all sound overbids, assists and doubles, both informative and business.

THE PRESENCE OF A SINGLETON ADDS NO VALUE
TO A BIDDING HAND

A warning must be given against an error sometimes made by fairly experienced players. This is the mistake of adding a trick value to the count of a bidding hand, because of a singleton in some outside suit. A singleton is an extremely valuable card in the assisting hand to a trump bid (Dummy). But in Declarer's hand it is, on the contrary, an entirely worthless card. To clarify this principle, take, for example, such a hand

as the following: ♠ A K Q 9 6 5 3, ♥ 9 6 5, ♦ 8 6, ♣ 3. Seven probable tricks may be counted at Spades, and there is not another possible trick in the hand. From what source could any value for the singleton Club come? Clubs can be trumped, to be sure, but only with one of the trumps already counted.

After certain trumps in a hand have been estimated as probable tricks, adding a value for singletons simply amounts to counting the same tricks twice.

Do not regard a singleton in a bidding hand as an asset. In actual play it will often prove a liability.

CHAPTER IV

ORIGINAL DECLARED TRUMP BIDS

In Contract, an original suit bid of one in a Major or Minor is declared on much the same type of hand. While neither should be made in a suit which cannot be played at the trump named, either declaration must be regarded as primarily for the purpose of conveying information to your partner. Information which he is expected to act upon throughout all the subsequent bidding and play of the hand.

When, playing Contract according to the best accepted standards, Dealer or Second Hand looks over his cards and announces one Spade, Heart, Diamond, or Club, he is practically "talking across the board." In language entirely fair and equitable, because it is understood, or should be, by every player at the table. Such a bid says:

"Partner, I have sufficient length in this suit to play it as trumps, I have one or more high honors at the top of the suit, and, *most important of all*, I have two sure tricks, whether we or the opponents secure the final contract. This much I promise from my hand. There may be something more, but you can be sure there is nothing less."

Imagine the tremendous advantage such exact information gives the partner! And with what accuracy he can judge whether it is best to assist his partner's bid, to take out in some other suit, or, perhaps, to double an opponent.

The four recognized requirements for a conventional original bid of one in a trump suit are:

- 1st. 2 Quick Tricks.
- 2nd. Top of Suit.
- 3rd. Sufficient Length.
- 4th. 4½ to 5 Probable Tricks.

“QUICK TRICKS”

A Quick Trick is a card which will take a trick not later than the first or second round of the play in that suit. A card may only be counted as a full quick trick if it is sure of winning the first or second time the suit is played.¹ A card which has better than a fifty-fifty chance to win the first or second round, is counted as one-half of a quick trick.

An Ace is, of course, a quick trick. An Ace and King in the same suit will take both the first and second rounds of that suit, so are valued as two quick tricks. A King and Queen together count one quick trick.

An Ace and Queen in the same suit are valued as one and one-half quick tricks. A King accompanied by one or more small cards is valued at half a quick trick.

TABLE OF QUICK TRICK VALUES

Ace	= 1	Quick Trick
Ace-King	= 2	Quick Tricks
Ace-Queen	= 1½	Quick Tricks
King-Queen	= 1	Quick Trick
King-x	= ½	Quick Trick

Some of the above combinations would be valued more highly in counting probable or assisting tricks.

¹ Barring the accident of being trumped.

But remember that quick tricks must be rated for their defensive as well as their offensive strength, and in so rating them you must consider only the likelihood of their winning the *first or second round of the suit*. For example, playing as Declarer, you can be sure that this suit will win five tricks as the trump ♠ A K Q J 10, whereas played defensively against some other declared trump, you could not expect that it would take more than two tricks. When the third round is led some player must be out of the suit; two to one this will not be your partner.

With a four-card suit of distinct top strength, as K Q J x, there is a reasonable possibility of making two tricks defensively; with only three cards in the suit, K Q J, there is a strong probability of doing so. So, in estimating your hand for an original bid, add some value for powerful "third round" cards if the suit is sufficiently short. At the same time, remember that the reason for the rigid requirement of certain quick tricks in making original bids is based on the fact that such declarations promise your partner definite assistance for his bids, doubles, or redoubles. Never give false information in your original bids. Of all the crimes of Contract bidding, this is the least pardonable.

"SUFFICIENT LENGTH"

Sufficient Length to justify a suit bid is, as a rule, five or more trumps. But an original declaration of one on a four-card suit is just as sound as a five-card suit bid, provided you have enough general strength to make up for the lacking trump. However, a four-card bid should rarely be made with a single honor in the trump suit.

A voluntary bid should never be made on a suit of less than four cards.

“TOP OF SUIT”

Top of suit means an Ace or King and Queen together at the top of a suit.

“PROBABLE TRICKS”

Probable tricks are the tricks which your hand will probably take if played at the suit named.² This requirement varies from four and one-half to five tricks according to the number of defensive tricks in the hand. Holding only the minimum two quick tricks, you should have five probable tricks for an original bid. With one-half quick trick more, four and one-half probable tricks are sufficient. Holding three quick tricks, your original bid may in some situations be made with a minimum of four probable tricks.

In short, the more quick tricks you hold, the fewer probable tricks you need for a bid.

SOME SOUND ORIGINAL SUIT BIDS OF ONE

One Spade

♠ A K x x x ♠ K x x ♦ x x ♣ x x x

In this example, there are 4½ probable tricks, including 2½ quick tricks.

One Heart

♠ x x ♠ A Q x x x ♦ A x x ♣ x x x

Again 4½ probable tricks, including 2½ quick tricks.

² See Chapter III.

One Diamond

♠ x x x ♥ x x ♦ A K Q x x ♣ x x x

Here are all the requirements for an original bid concentrated in the trump suit—5 probable tricks, including 2 quick tricks.

One Club

♠ x x ♥ x x x x ♦ K Q x ♣ A K x x

Four and one-half probable tricks, including 3 quick tricks.

One Spade

♠ A Q J 10 ♥ K Q x ♦ x x x x ♣ x x

Five probable tricks, including 2½ quick tricks.

One Heart

♠ x x ♥ A K x x x ♦ Q J 10 ♣ x x x

Five probable tricks, including two quick tricks.

One Club

♠ x x x ♥ A Q x ♦ x x x ♣ A Q 10 x

Four probable tricks *plus*, including 3 quick tricks.

“COMPENSATED BIDS”

A “Compensated Bid” is made with five or more cards in a suit which lacks a quick trick at the top, but has enough quick tricks outside of the trump suit to *compensate* for this lack.

There are no exceptions to the rules that an original bid must have two quick tricks, sufficient length, and a certain minimum of probable tricks. But the rule calling for “top of suit” may be dispensed with when holding five or more trumps headed by a King or Queen with an additional honor, or six trumps headed by a lower honor, provided the hand contains two to two and one-half quick tricks in the outside cards. A compensated bid can never be made on a four-card suit.

COMPENSATED BIDS

One Spade

♠ K J x x x ♥ A K x ♦ x x x x ♣ x

One Heart

♠ x ♥ J 10 x x x x ♦ A Q ♣ A x x x

One Diamond

♠ x x x ♥ A x x ♦ Q J x x x ♣ A x

One Club

♠ K Q x ♥ A x x ♦ x x ♣ K 10 x x x

Although in playing the final contract a great distinction is made between a Major and a Minor suit, practically no difference is made in bidding them *originally*, except where a choice exists. As has been said before, Minor suits are far too valuable as forcing bids, game savers, and even game makers to be used for the purpose of showing some other bid which, most of the time, could be more profitably declared at the outset. The only consideration which should influence the question of making an original Minor suit bid is that the partner will be more likely to take out a Minor than a Major suit. Therefore, the bid in the Minor must be more adaptable for a take-out than the Major suit, which stands a greater chance of being played.

More latitude may be used in bidding short Minor suits than Majors, because Partner will rarely carry on with a Minor suit bid; and greater latitude may be used in bidding long Majors without general strength because Partner will not often take out a Major suit.

REBIDDING A SUIT BID OF ONE

When the issue is one of rebidding an initial declaration which your partner has raised, there are two important considerations: first, how good an assisting hand has Partner shown by his raise, and second, what strength have you *in addition to that declared originally?* According to the strength of your partner's raise, coupled with the additional strength of your own cards, you may rebid.

If your initial bid has been made with the minimum requirement of probable tricks ($4\frac{1}{2}$) do not be tempted into a rebid even though Partner gives you an enticing double raise. In short, bid your cards for all they are worth, but don't bid the same cards twice.

On uncertain strength it is particularly hazardous to rebid for a *game contract* because here you enter the danger zone for a free double from the opponents. With a contract of less than game, even when quite unsound, you will usually escape a double because the opponents fear to double you out. But the attempt to force a game on insufficient strength will frequently cost not only a doubled penalty but the sacrifice of an advantageous partial score. It must be realized that there is not a game in every hand and that partial scores at Contract more often than not prove valuable. At the same time remember that when all is said and done, the rewards are with the courageous bidder. No legitimate opportunity to score for game should be overlooked, and when the game is the stake a fair gamble is always legitimate.

After your partner has given a double raise of your Major suit bid, if not vulnerable, you are usually justified in the rebid for game on five probable tricks. Five tricks *plus* is a safer margin when vulnerable.

With only a single raise from Partner, unless you have at least six probable tricks, there is nothing to hope for in pushing on to a higher contract. Holding six tricks it is advisable to make a rebid which says to your partner:

"I am a full trick better than originally indicated. If you have any plus value over and above that shown by your one assist, give me another raise. If not, drop the bid and let us be satisfied with a partial score."

When based on sound excess values, this one-two-three-four method of gradually raising the contract is a really scientific system of partnership bidding. It has fallen into certain disrepute because of being grossly abused by the "you raise me and I'll raise you" type of Contract players who never bother about counting their hands, preferring to use the less brain-fagging method of rebidding on their partner's raises.

Playing with a reliable partner who can be depended upon rightly to interpret the message of a rebid, never shy at a sound bid because you can't "see game" in your own hand, or because you are unduly impressed with the really unimportant fact that tricks count more above the line than below. The slight difference in favor of the trick count above the line is negligible in comparison with the advantage of securing a more advanced score below the line. When well within the margin of safety, a rebid should always be made in a Minor suit which partner has raised once. After your score is advanced to sixty points it is an easy step to game with a two bid in any suit.

Even though Partner gives but one raise, your own strength often justifies a jump to four. A safe rule for such rebids is this: with a Major suit, not vulnerable, jump to four if by counting only the minimum support shown in Partner's raise ($2\frac{1}{2}$ assisting tricks)

you find that your combined count is within one trick of your contract. Vulnerable, rebid for game when this combined count brings you within half a trick of your contract. The gamble for an extra trick or half trick, which the play of the hands will usually develop, is always justified when the bid in question is made for game. A jump rebid in a Minor suit should usually be founded on greater strength than such a bid in a Major because the probability of making game is more remote and a score of 80 points is not of sufficiently greater value than 60 points (three in a Minor) to justify the risk.

WHEN PARTNER TAKES YOU OUT

As any take-out of your initial Major suit bid is a definite signal that Partner lacks trump support, only rebid your suit when you have such powerful trump strength as to be independent of his support. If Partner's take-out comes in No Trumps or in the second Major, endeavor to coöperate, giving him a raise for every assisting trick *over and above those promised by your original bid*.

When your hand does not fit your partner's declaration or when he takes out in a Minor, you should bid a sound second suit if you have one, or a No Trump of proper distribution and strength.

Partner's take-out of your Minor suit is not necessarily a denial of trump support. Even when he names a second Minor, Partner may not be denying your suit, only making a constructive effort to improve the situation. If you have any considerable strength in your hand, concur with your partner's effort to arrive at an advantageous declaration.

To rebid a declared trump which Partner has neither

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taken out nor assisted, naturally, requires unusual strength. In contemplating such a rebid discount your partner's assistance to one trick and his trump support to less than normal. With a hand of uncommon general strength in this situation an informative double is usually more advisable than a rebid of your suit.

CONTINUING AN INITIAL BID

After bidding one Spade and receiving one raise from Partner

♠ A K 6 4 2 ♠ A Q 7 3 ♦ K 4 ♣ 8 2
(Bid Four Spades)

♠ K Q J 5 2 ♠ 9 7 5 ♦ A K 2 ♣ 9 6
(Bid Three Spades)

♠ K Q J 5 2 ♠ 8 6 4 ♦ A 7 ♣ J 6 3
(Pass)

After bidding one Heart and being taken out by Partner with one Spade

♠ 5 3 ♠ A Q 8 6 5 ♦ A 9 8 ♣ Q J 6
(Bid One No Trump)

♠ 6 ♠ A Q J 9 7 5 ♦ 9 6 4 ♣ A 7 6
(Bid Two Hearts)

♠ 8 ♠ K Q J 6 2 ♦ 7 4 ♣ A J 10 6 4
(Bid Two Clubs)

♠ 8 6 5 4 ♠ A Q J 8 6 5 ♦ A 7 2 ♣ None
(Bid Four Spades)

♠ 5 ♠ K Q J 4 ♦ A 10 7 4 ♣ K J 3 2
(Bid Two No Trumps)

♠ 9 7 6 ♠ K Q 10 6 5 ♦ A J 10 7 ♣ 6
(Bid Two Spades)

CHAPTER V

OPENING THE BID THIRD AND FOURTH HAND

The minimum quick trick requirement (two quick tricks) heretofore given for sound opening bids is only sufficient for what is known as a "Dealer's Bid," that is, a bid made by Dealer or by Second Hand after Dealer has passed.

In making an original bid, the position of Dealer and Second Hand is almost identical in that each makes his declaration before his partner has had an opportunity to bid or pass. Therefore, the requirements for an opening bid by Dealer or Second Hand are practically the same.¹

When Dealer and Second Hand have passed, leaving the opening bid to Third Hand, he is in a different position. His partner has passed, thereby denying that his hand is good enough for an original bid. A player who has passed originally may have some long suit sufficiently strong for a second-round bid, but he cannot be counted on for quick tricks. Consequently, unless Third Hand has something better than a minimum bid, it must be plain to him that the strength of the hand lies with his opponents. Without more than two quick tricks or a holding which justifies a high preëmptive bid, he should pass his turn to bid, hoping that Fourth Hand will do the same and that the hand will be abandoned.

¹ As one of his opponents has shown weakness, Second Hand may bid on a somewhat lighter holding than First Hand.

The extra strength which justifies an opening bid by Third Hand is at least one additional quick trick. *Defensive* rather than *offensive* strength is the thing to be considered when a player opens the bidding third or fourth hand and gives his opponents a second chance to enter the contracting. A hand is stronger defensively if the quick tricks are divided among three suits than if massed in two.

In the fact that both partners have passed, Fourth Hand is in the same position as Third Hand. But in the case of Fourth Hand, additional quick trick strength is even more necessary for an opening bid because the power of deciding whether the hand shall be played or abandoned lies entirely with him. If Fourth Hand does not hold three and one-half quick tricks he should take advantage of his opportunity to pass the hand out. With less strength, it is very unlikely that Fourth Hand and his partner can secure a game, and in reopening the bidding he would probably open an opportunity for his opponents rather than himself.

Distribution of the quick trick strength and protection of Major suits are the factors which govern the number of tricks needed for an opening bid by Third or Fourth Hand.

There seem to be in general circulation more fallacious ideas regarding fourth hand bids than any other part of the game of Contract. One of these which passes for currency among a large class of players is the following:

“Never open a fourth hand bid unless you can *see game* in your own hand.”

Actually to “see game” in his own hand before a bid of any kind has been made, a player would be obliged

to have a holding of extraordinary strength. Without such an exceptional holding, the most any player can *see* is that he has a chance for game if he finds his partner with certain cards.

The question to ask yourself before opening a fourth hand bid is not:

“Can I see game?” but, “Can I see enough defensive tricks (i.e., *quick tricks*) to save game against any bid my opponents might make?”

The real issue in fourth hand opening bids lies in the danger that in letting down the bars and giving the opponents a second chance to declare themselves, some hidden strength might be revealed which would result in their winning a game. And that is the reason why a fourth hand bid is only justifiable with unusual quick trick strength. Any hand having the requirements for a conventional fourth hand bid will always hold a *promise* of game with strong support from partner, and a favorable distribution of the adverse cards.

Some other fallacies concerning fourth hand bids which seem to be fondly cherished by a large class of players are these:

“Never open a fourth hand with a Minor suit bid.”

“Never bid a fourth hand No Trump without every suit stopped.”

“Never bid one of a suit fourth hand; bid three or nothing.”

Splendid ideas—all of them—to forget!

As the originator of the various counts for No Trump bids at Contract, the author is often asked the question:

“How much should my hand count for a third or fourth hand No Trump?”

The answer does not lie in the count of the hand,

but in whether the count is made up of Aces and Kings or of lower cards. As a regulation No Trump hand must be favorably distributed, any count of fourteen or better will suffice *if it provides the requisite number of quick tricks*. That is 3 for a third hand bid and $3\frac{1}{2}$ for a fourth hand.

OPENING BIDS BY THIRD HAND

♠ A Q 6 4 3	♥ A 5 4	♦ K 9 7	♣ 9 8
<i>(One Spade)</i>			
♠ 7 5 4	♥ 10 8	♦ A K 9 7 6	♣ K Q 8
<i>(One Diamond)</i>			
♠ A 9 8	♥ A J 7	♦ A J 5	♣ 8 6 5 2
<i>(One No Trump)</i>			

OPENING BIDS BY FOURTH HAND

♠ A K 6 5 3	♥ A 6 4	♦ K 7 5	♣ 9 6
<i>(One Spade)</i>			
♠ 7 6 4	♥ K 8 7	♦ A K 5 3 2	♣ A 8
<i>(One Diamond)</i>			
♠ A 9 8	♥ A Q 8 7	♦ A 9 5	♣ 10 7 6
<i>(One No Trump)</i>			
♠ 8 7 6 5	♥ A K 6	♦ 6 3	♣ A Q J 6
<i>(One Club)</i>			

CHAPTER VI

HIGHER SUIT BIDS

SUIT BIDS OF TWO

The suit bid which shows the most flexible type of hand of greatest general strength, is the original bid of two in either a Major or Minor suit.

AN ORIGINAL BID OF TWO IN A MAJOR SUIT shows long, powerful trumps, with a minimum of seven probable tricks including three quick tricks in the hand.

Some Minimum Major Suit Bids of Two

♠ K Q x	♥ A K J x x x	♦ x x x	♣ x	
(1½)	(5½)			=7
♠ K Q J x x x	♥ x x	♦ A K x	♣ x x	
(5)		(2)		=7
♠ A x	♥ A Q J x x x	♦ K x x	♣ x x	
(1)	(5½)	(½)		=7

While the two bid always reveals an adaptable hand, which would assist a double or a take-out, it is not expected that Partner will take out a Major suit bid of two except under very unusual circumstances. Therefore, such a declaration must always be backed up by sufficiently strong trumps to render you almost independent of your partner's trump support. A two bid in a Major suit should rarely be announced with less than six trumps, but five trumps will do if the tops are

solid (A K Q x x, or K Q J x x). Never, under any circumstances, should the bid be made with less than five. Also note that a two bid is taboo on such weak tops as K J, or Q J, or A 10.

REBIDDING A MAJOR SUIT BID OF TWO

If your partner uses the "courtesy raise"¹ after your Major suit bid of two, you should have better than the minimum seven tricks for a rebid. Holding any *plus value* over seven tricks, the rebid for game might be chanced when not vulnerable; vulnerable, eight probable tricks give a sounder margin of safety.

Without assistance from Partner rebid only if your probable trick count is within one of your contract.

When Partner takes out your original Major suit bid of two, with another suit, he tells you that he has a certain amount of strength, but is void or extremely weak in your trumps. Such definite information should enable you to rebid to the best advantage for your combined hands. As it appears that you and your partner have the necessary strength to produce a game, keep the flag flying until the most advantageous contract for the partnership has been reached. The questions which confront you here are much the same as when your partner has taken out your Major suit bid of one.²

Unless announced with a declaration of three No Trumps, a No Trump bid from Partner over your two bid is not distinctly encouraging. Lacking the support of two small trumps, Partner will take out at No Trump on quite a sketchy honor holding in the three remaining suits.

¹ See page 103.

² See page 56.

ORIGINAL MINOR SUIT BIDS OF TWO

An original bid of two in a Minor suit may be made on a powerful four-card suit where there is unusual strength in two outside suits. Such an opening bid is advisable when you find yourself with a count sufficient for a two or three No Trump bid but lacking or extremely weak in one suit. For example:

Two Diamonds

♠ x ♥ A Q xx ♦ A Q J 10 ♣ K Q 10 x

Two Clubs

♠ A Q J x ♥ K J x x x ♦ — ♣ A K J x

Two Diamonds

♠ K J 10 x ♥ x x ♦ A K Q x ♣ A K x

With a hand of such type and strength it would seem that a game was in sight. But at what shall the game contract be essayed? This is a question that cannot be decided until you have secured some information concerning your partner's hand. For this purpose, an opening of two Diamonds or Clubs is the best "sounder." Even if he is not familiar with the bid, an intelligent partner, unless entirely trickless, will never leave you in an original two bid of a Minor suit.

A second and slightly more conventional two bid in a Minor suit shows six or more trumps with strong tops and two quick tricks outside. For example:

Two Diamonds

♠ x ♥ A K x ♦ K Q J x x x ♣ x x x

Two Clubs

♠ A x x ♥ x x ♦ A x x ♣ A Q J x x x

REBIDDING A MINOR SUIT BID OF TWO

After opening with a Minor suit bid of two the question of a rebid is dependent upon two things, first, the type of your opening bid, and second, the strength shown by your partner's response.

With a hand of the conventional long suit type, rebid sparingly unless Partner gives you a double jump or names a No Trump or a Major with which you can coöperate. After a single raise from Partner let the bidding drop unless your holding is better than seven tricks. Should Partner take out with two No Trumps, raise him to three if your strength is well distributed, otherwise return to your Minor suit. Remember that in this situation, an ambitious partner will venture the sketchiest kind of two No Trump bid. Real strength, if he had it, would be indicated by a take-out of three No Trump.

After your opening bid has been made with the less conventional short Minor Suit, if not vulnerable, an immediate jump to three No Trumps is usually justified if your partner takes out with two No Trumps; always if he names your only weak suit. Should Partner take out with a Major suit in which you have length and strength, you can safely raise him, bidding three or four, as warranted by your assistance and score position. While a single raise of your two bid does not assure definite assistance from your partner, if the opponents have put up no opposition and you are not vulnerable, you may justifiably gamble for a game at No Trumps. Vulnerable, the percentage would be against so hazardous a bid with the menace of a worthless short suit in your hand. Really speculative No Trump bids should not be undertaken when vulner-

able unless you have a long suit to which you can fly for refuge in case of a double.

PREEMPTIVE AND GAME BIDS

Original bids of three in a Major suit or four in a Minor show holdings of abnormal trump length (seven or more) lacking the formal requisites, such as top of suit or a definite number of quick tricks necessary for an original bid of one and two.

AN ORIGINAL BID OF THREE IN A MAJOR SUIT requires SEVEN PROBABLE TRICKS with abnormal trump length.

AN ORIGINAL BID OF FOUR IN A MINOR SUIT requires EIGHT PROBABLE TRICKS with abnormal trump length.

Three Spades

♠ K Q 10 x x x x ♥ — ♦ Q J x x ♣ x x

Four Clubs

- ♠ x ♥ x ♦ A Q J 10 ♣ Q J x x x x x

Three Hearts

♠ x ♥ A K Q x x x x ♦ x x ♣ x x x

Four Diamonds

♠ x ♥ K Q J ♦ J 10 x x x x x x ♣ x

As may readily be seen, a bid of two is not indicative of greater strength than a bid of three or four, but it is an indication of greater *general* strength. When you have a hand which is *strong* and *flexible* you should not make a high bid which will shut out your partner's coöperation in arriving at the best declaration for your combined cards—whether it be a game or a slam in your suit or some other, or a profit-

able double of an opponent. But when you have a powerful hand which will play to advantage only at one suit and is of no assistance for either a bid or a double, then is the time to step up with a preëmptive bid which shuts everybody out and says, in effect, "Partner, I can play this suit and nothing else. Support me if possible, but don't make an independent bid or double with expectation of help from my hand."

Note that a sound preëmptive bid is never justified merely by suit length—that is, seven worthless trumps without a possible trick outside. Your probable trick count must always be within two tricks of your contract when bidding three in a Major or four in a Minor.

Preëmptive bids are highly effective weapons at Contract because the severe penalties for overbidding usually so terrorize the opponents that they rarely venture to overcall your preëmptive declaration unless entirely sure of their ground. Thus you can often shut your opponents out of a game or slam which might have been discovered had they been allowed the opportunity for an exchange of information. When holding a hand of preëmptive type it must be remembered that the many high cards missing from your hand are held by some player or players at the table. For example: ♠ x, ♥ K Q J x x x x x, ♦ x x, ♣ x x, with this hand you should open with a bid of three Hearts. If you secure the bid and the opponents hold the four Aces, three Kings, three Queens and three Jacks missing from your hand, they will undoubtedly set you two tricks, probably doubled. But even if vulnerable you will have made a distinct gain, for surely your preëmptive Heart bid served to shut out an exchange of information between the opponents which

would have resulted in a bid for Grand or Little Slam.

On the other hand, if the outstanding strength is normally divided, your partner can raise you to game. In the meanwhile, your preëmptive bid will have shut the opponents out and protected you from being forced to a higher contract.

Some players and writers advocate the reverse use of the two and three bids. That is, they use a two bid to show "length without strength," and a three bid to announce a powerful trump suit with quick tricks outside. It has been the author's experience both in teaching and playing the game that the high bid, on a length-without-strength type of hand, is one of the most powerful weapons in Contract.

The old poker player knows that the time to "boost the pot" and shut out the "shoppers" is when he holds a doubtful hand. With an Ace Full or a Straight Flush he is not afraid of competition. And so it is in Contract. Holding a generally powerful hand, give everybody a chance to come in. Hear what your partner has to say. Perhaps he may offer a take-out which you want to hear from, or perhaps he has a profitable double which he could not make without the assurance of support that your two bid gives him. Many players who use this system of Two and Three bids fall into a careless habit of saying, "My two bid is stronger than my bid of three."

This rather illogical statement has led to more or less misunderstanding and criticism of a thoroughly logical bid. What the player means to convey is:

"My Two bid is more adaptable than my bid of Three."

In choosing between an opening bid of two or three on a given hand, the question of relative strength is

never the deciding factor. The decision rests on the general flexibility of the hand, not on its trick-taking power. In either case, the minimum bid calls for exactly the same number of probable tricks. For example, each one of these hands contains seven probable tricks:

♠ A K Q 9 8 ♠ A 9 6 4 ♦ 3 ♣ A 5 3
or
♠ K Q J 9 8 7 6 5 ♠ 9 6 ♦ 3 ♣ 5 3

But it is easy to see why one may be opened with the comparatively low bid of Two Spades, while the Second demands the shut-out bid of Three.

A preëmptive bid of Three in a Minor suit should only be made at an advanced score.

PREËMPTIVE GAME BIDS

When bidding for an immediate game in any suit, your count should be within one to one and one-half tricks of your contract, when vulnerable—at least two tricks when not vulnerable.

REBIDDING A PREËMPTIVE BID

A preëmptive bid should immediately show the full strength of the hand. Against opposition, unless assisted by partner, a preëmptive bid should be rebid only for the purpose of saving game.

CHAPTER VII

THE TWO-SUIT BID

A hand containing two suits of five or more cards each is known as a "two-suiter." When both of these suits are headed by top honors, the hand offers a choice between two perfectly sound opening bids.

A strong two-suiter, whether it be in Major or Minor suits, which finds Partner with assistance in either suit, is a tremendously powerful hand. Played at the best bid for the partnership, it will average to win three tricks more than if played at No Trumps. When holding two strong suits, make every effort to find which one Partner can best assist and play the contract at that declaration. For example:

♦ AK10xx ♥ A Q J xx ♦ xx ♣ x

Holding the above hand it would make no difference to you whether you played your contract in Hearts or Spades. But it would make a tremendous difference if your partner happened to hold four or five Hearts and a singleton Spade or vice versa. Therefore, you must, if possible, show both suits and give Partner a chance to choose between them. Naturally your partner does not always have such markedly favorable distribution as length in one suit, and a singleton in the second. But even if he is only slightly stronger in one than the other, he should be given the opportunity to indicate his preference. The presence of one extra trump or

honor card in Dummy will often spell the difference between success and failure to the outcome of a hand. The method of bidding all two-suited hands in which both suits are sound original bids, and neither is longer or preponderantly stronger than the other, is to name the higher valued suit originally, and show the second at the next opportunity. For example, holding:

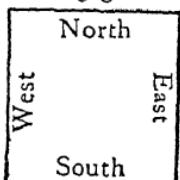
♠ A Q J x x ♥ x ♦ K Q J x x ♣ x x

One Spade should be the opening; then if an opponent or Partner bids another suit, Diamonds should be declared. Never be so impressed with the superiority of Major over Minor suits that you continue to rebid them indefinitely, failing to reveal the fact that you hold a second promising suit. Suppose, for example, you have the hand pictured above, and your partner holds: ♠ x, ♥ x x x x, ♦ A x x x, ♣ K Q x x, with such assistance your Minor suit offers a very reasonable promise for game, while your Major suit, if carried too far, must only result in disaster.

After your opening bid on a two-suited hand, if Partner gives you a double raise, rebid your first suit; with only a single raise, show your second. The purpose of bidding your second suit even after a raise has two objects. First, to give your partner his choice, and second, to convey the information that you hold the highly advantageous distribution of a two-suiter. On getting this definite picture of your hand, which shows where your strength is concentrated and your ability to ruff the two remaining suits, your partner can often see a game in one suit or the other, and will venture a bid which he could not otherwise have made.

For example:

♠ K J 10 4 3
 ♥ 6
 ♦ 8 6 5 4
 ♣ 8 5 3



♠ A Q 8 6 5
 ♥ A J 10 3 2
 ♦ J 5
 ♣ 10

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Spade	Two Diamonds	Two Spades	Pass
Three Hearts	Pass	Four Spades	Pass
Pass	Pass		

Though North's strength is only adequate for one raise of his partner's original Spade bid, he is well justified in jumping to game on the information that his partner has a Spade-Heart two-suiter.

The first bid on a two-suited hand may be made with the regulation minimum requirements for any original bid of one. But unless better than a minimum, without encouragement from Partner, there should be no effort to show your second suit against an adverse declaration. A good limit to set when vulnerable is six probable tricks for a rebid of two, seven for a rebid of three, etc.

Even though you may have opened on a minimum, if Partner gives you a raise your hand assumes a more valuable aspect and should be rebid. Without a high jump from Partner a two-suiter is the only type of hand which allows of a sound rebid on original minimum requirements. A No Trump take-out from Part-

ner also increases the value of your two-suiter because it insures you of support for your second suit, which should thereupon be shown.

Over Partner's take-out in another suit the advisability of bidding your second suit depends upon your strength and also whether Partner's take-out fits with your hand.

Unless players use the flexible original suit bid of Two and the courtesy raise by which Partner keeps the bidding open, a markedly strong two-suiter presents one of the most difficult problems in Contract bidding. If the full strength of the hand is immediately shown with a high contract of three (such as players who do not employ the flexible two bid must resort to), there is no opportunity to give and exchange information concerning the second suit which may better fit the partner's holding. Again, if the bid is opened at a lower figure there is no intimation of the power of the hand, and the player may be left with his low contract. Both of these contingencies are obviated if you can begin with a bid of two and be assured that your partner will keep the contracting open, either with a raise in your suit or a call of two No Trumps. Under these circumstances, with a powerful hand made up of two suits of about equal strength, you should first bid two in the suit of higher value. If your partner gives you only a single raise or takes out with another suit or with No Trumps, your second suit must be shown, leaving the choice to Partner in deciding which seems more promising for game. Your switch will be correctly interpreted by a partner who understands this system of bidding, as he could be sure you were not giving an invitation for slam in your suit after he has shown you a non-fitting hand. Should Partner give a

double raise in your original suit, any switch you made should be construed as a slam invitation.

THE INFORMATORY DOUBLE WITH A TWO-SUITER

When an opponent opens the contracting before your opportunity has come to declare, an informative double of your opponent's bid is your best resort. The advantages to be derived from this strategic double when you have a well-balanced two-suited hand are fully described in Chapter IX.

IMPERFECT TWO-SUITERS

An imperfect two-suiter is a hand containing two suits of five or more cards only one of which has tops. In the case of such a holding, it is best to name the sound suit first (irrespective of whether it is or is not of higher value) and, if it seems advisable, show the second suit on a later round of the bidding. This method of bidding shows your partner where your defensive strength lies, and calls for the best lead in case the opponents ultimately secure the bid—a likely contingency when you hold only one suit with top card strength and two short outside suits.

CHAPTER VIII

DEFENSIVE AND SECONDARY BIDS

A defensive bid is the *first* bid made by the side *opposing* the bidder who opens the contracting. A defensive bid may be a bid of one, or of a greater number if it is forced higher by the opponent's declaration.

What would suffice for an original bid of one is, of course, always sufficient for a defensive bid of one. An original bid of one with five probable tricks is usually strong enough for a defensive bid of two if forced by the opponent's declaration. However, a defensive bid does not always show the strength that an original bid implies, nor can it be taken for the same type of exact information. If the rigid rules controlling an opening bid had to be adhered to in all subsequent bidding there would be little spirit or interest in the contracting. While a defensive bid is more informal in every way, it should live up to certain definite requirements of probable tricks. To make a legitimate defensive bid of any kind it is necessary to have enough probable tricks in the hand to promise a favorable chance of making the contract with no more than normal assistance. Also the hand should contain one quick trick or several high cards which could be regarded as equivalents.

If you are contemplating a defensive, or secondary bid, make a careful inventory of the probable tricks your hand will take, after counting, add to these two or two and one-half tricks. If the total number is sufficient to cover your contract and your hand is not

lacking in high card strength, your bid will be sound. When not vulnerable, if it seems important to show your suit, you may gamble on an extra half trick.

SOUND DEFENSIVE BIDS OF ONE

♠ QJ9xxx ♥ xx ♦ Ax ♣ xxx
 ♠ xx ♥ AQ10xxx ♦ xxx ♣ xx
 ♠ AKxxx ♥ xx ♦ xxx ♣ xxx
 ♠ AJ10xxx ♥ xxx ♦ xx ♣ xx
 ♠ xx ♥ AJ10xx ♦ xx ♣ QJ109

The same general type of hand with an additional trick, or half trick, is a defensive bid of two when the opponents' declaration forces the bid to that number.

DEFENSIVE SUIT BIDS OF TWO

♠ A10xxxx ♥ KJ10 ♦ x ♣ xxx
 ♠ x ♥ KJ10xxx ♦ Ax x ♣ xxx
 ♠ xxx ♥ xx ♦ xx ♣ AKJxxx

A minimum bid in a four-card suit is not adequate for a defensive bid of two. When such a bid is made with only four cards in the trump suit, there must be additional tricks in the hand.

When your hand is exceptionally strong its value must be shown by an aggressive bid which more than overtops your opponent's declaration. For example, if you find yourself with an original two Heart bid and an opponent opens with a call of one Spade, you should bid three Hearts. Such a declaration should not be

confused with an original preëemptive bid. While a defensive bid of three or four may show a hand of preëemptive type, it can also indicate a holding similar to an original two bid. When you are overcalling an opponent and have a dominating hand, the important thing is to make an aggressive bid which will reveal to your partner that you have this powerful hand which he can support with impunity on fairly light assistance.

DEFENSIVE SUIT BIDS BY SECOND HAND OVER ORIGINAL
NO TRUMP DECLARATIONS

As a rule, the best advice that can be given a player contemplating a bid second hand over opponent's original No Trump bid is—if you have only one strong suit—DON'T!

Even with a hand of general strength, or with a powerful two-suiter, a bid in such a position is rarely justified because an informative double promises infinitely better results. Unless your hand is of strong preëemptive type which would justify a jump bid of three, or you have aggressive strength in one Major and defensive strength in the second, the caution against making a bid second hand over an original No Trump usually holds good. Having only one strong suit, such as: ♠ x x x, ♥ A K Q x x, ♦ x x, ♣ x x x, since you have the lead, your best recourse is to lie in wait for the three No Trump which will usually be bid, and then pray that your suit will stand up for five tricks, and a set.

With a hand containing a number of probable tricks at a certain declaration and of little worth defensively, as: ♠ J 7, ♥ K J 10 6 5 4 2, ♦ Q 9 8, ♣ 4, a defensive bid should usually be put in with the hope of

interrupting the opponent's smooth progress to a game contract. Holding general strength that is below par for an informative double, your best policy is to allow the No Trump bid to ride. In short, never disturb a bid against which you are satisfied to play.

DEFENSIVE SUIT BIDS BY FOURTH HAND AFTER
NO TRUMP DECLARATIONS

If you are in the position of fourth hand after an opponent's No Trump bid has been passed up to you, unless the bid will give him game, this is an excellent time to close the contracting with a defensive pass. Such a situation should rarely be disturbed unless your hand is truly powerful. However, when you are in the same position and the opponent to your right has raised his partner's bid from one No Trump to two, if you have a suit strong enough to justify a three bid, name it by all means. The purpose of interjecting this bid is, of course, to rout the opponents from their No Trump, or to call for an advantageous lead should their temerity carry them on in spite of your manœuvre.

In this position, when not vulnerable, you should show your suit if it is strong and your hand contains six practically sure-taking tricks with some plus value. For example: ♠ K 10 x, ♥ x x, ♦ K Q J x x x x, ♣ x. When vulnerable, this bid would require *at least* an additional half trick. In any case, whenever you venture a high bid against two avowedly strong hands of No Trump distribution, you must realize that you are playing with fire. However, as this manœuvre is made for the sole purpose of saving game, and will prove a game-saver about four times out of five, it is a good gamble as long as it is never ventured with less than

six tricks plus when not vulnerable, and seven when vulnerable. When bid for a contract of less than game, a long powerful suit usually escapes a double. And though against a No Trump bid and raised you can hardly expect any strength from your partner, it is a rare dummy hand that will not develop at least one assisting trick in the actual play.

THE DEFENSIVE PASS

The Defensive Pass is a term which the author applies to a pass made for the purpose of closing the contracting before your opponents have reached a game-going declaration. Often when you hold values which in another position would have justified a bid, sitting fourth hand after an adverse bid for less than game, you should make a defensive pass. Many games can be saved with an opportune pass at the psychological moment. Unless your own holding is strong enough to promise a game, or a set of the adversaries' should they try for one, keep in mind the strategy of the defensive pass. However, do not permit the intriguing quality of this strategy to tempt you to its overuse. With a potential game, bid your hand. As has been said before, remember that more points are scored by bidding than by passing.

SECONDARY BIDS

A Secondary Bid is a bid made by a player who has passed his first opportunity to declare.

With no bid from your partner and no score on either side, a really speculative declaration without a quick trick in the hand should not be attempted on the

first round of the bidding. Having passed your first opportunity to bid, you are sometimes justified in taking a bit of a "flyer" provided it does not bring you in danger of too severe a penalty. Before embarking on any speculative secondary bid, however, ask yourself these questions:

"Can my partner be depended upon to recognize that a secondary bid does not offer support for any other declaration or a double?"

"How much of a penalty will I incur if I am doubled and find my partner with less than two supporting tricks?"

"Have I any really constructive reason for putting in this bid?"

Some Examples of Sound Secondary Bids

♠ x ♥ x x x ♦ Q J 10 x x x x x ♣ x = 6
 (6)

Six probable tricks. Sufficient for a secondary bid of two Diamonds.

Five probable tricks. Sufficient for a secondary bid of one Heart.

♠ — ♠ x ♦ J 10xxx ♣ J xxxxxxxx
 (2) (4) = 6

Six probable tricks. Sufficient for a secondary bid of two Clubs.

With any of the above holdings, the player should pass his first opportunity to make either an original or defensive bid, but on the second round of the contracting he could bid as indicated.

CHAPTER IX

THE INFORMATORY DOUBLE

The Informatory or Negative Double is a convention having no relationship whatever to the regulation or Business Double.

The Business Double announces that the doubler expects to set his opponent in the bid he has made.

An Informatory or Negative Double is made by a player to inform his partner of the strong character of his hand and force him to make a bid.

A double of one No Trump, or of a suit bid of one, or two, is informatory if made at the first opportunity to double and before the doubler's partner has bid or doubled.

When a player makes a conventional informatory double of an opponent's No Trump bid, he says in effect: "Partner, I would have declared a No Trump myself if this adverse bid had not been made. My hand is strong enough to support any declaration, and I want to hear from you. Bid two of your best suit, preferably a Major. No matter how weak it is I will answer for the consequences. If you have a strong suit show it by bidding higher than is necessary. If you have an honor point count of nine, or more, with no suit of any merit, bid two No Trumps. With real strength generally distributed, pass because we can defeat the declaration."

An informatory double of an original suit bid of one or two carries the same message except that it shows weakness in the opponent's suit and distinct strength

in the remaining three. As an original bid only *asks* your partner to bid and an informative double *forces* him to do so, it stands to reason that an informative double should never be made with a weaker hand than an original bid. In doubling a No Trump, unless your hand contains values which are increased by your position over the opponent, you should hold better than a fourteen count. In doubling a suit, unless you have distributional values, your count should total fourteen for a double of one and eighteen for a double of two. By distributional values is meant that you have a singleton or none of your opponent's suit and a hand evenly distributed in the remaining suits, insuring ample length to support any trump your partner may name. When your hand is so distributed, the high-card requirement for your informative double may be considerably shaded.

The informative double of a suit bid is, for obvious reasons, more effective than the No Trump double. It may be employed quite freely when your hand contains distributional values and you are over the adverse bidder. In the position of fourth hand, after an opposing bid, an informative double should rarely be made without exceptional strength. Unless the opponent's bid will put him out, or your score is well advanced, this is an excellent time and place to employ a defensive pass. As your partner has refused his opportunity to make a voluntary bid, you have little to hope for in forcing one from him. Under these circumstances make it a rule not to reopen the bidding by an informative double unless your strength is sufficient to assure you of setting any game contract which the opponents may essay.

Do not overlook the many profitable opportunities for informative doubles when with a strong three-suited hand you have made an initial bid which your partner has failed to assist. In such a situation, after calling one Spade, for example: ♠ A Q x x x, ♥ —, ♦ A J x x, ♣ K Q x x, should an opponent bid two Hearts, the stage is set for an ideal informative double which must lead to some profitable result unless your partner has a complete bust. This same double after your initial bid may be employed to advantage after an original two bid on a three-suited hand. For example: ♠ —, ♥ A K Q 10 x, ♦ K Q 10 x, ♣ A 10 x x, having opened with two Hearts and been overcalled by an adverse bid of two Spades, make an informative double, do not rebid your Hearts. No matter what the thirteen cards in your partner's hand, some good result must come from a double in this situation.

A bid of more than one No Trump can never be doubled except for "business," but a suit bid of two may be doubled for information. Naturally a double of two requires greater strength than a one double.

The majority of Contract players employ the informative suit doubles of both one and two. The severity of Contract penalties makes the informative double of a three bid entirely too dangerous for practical use.

SOME STRATEGIC DOUBLES

Theoretically an informative double of an opponent's suit bid announces a No Trump hand without a stopper in the suit doubled. But informative doubles are often advisable even when the opponent's suit is

well stopped. With this type of hand, for instance, over a bid of one Club: ♠ A J x x, ♥ K J x x, ♦ x x, ♣ A J 10, an informative double would be more apt to have satisfactory results than the immediate No Trump bid, although the latter would be warranted by the two stoppers in the adverse suit. The advantage of the informative double with such a distribution of strength lies in the chance of finding Partner with a five- or four-card Major suit which would not have justified him in taking out a No Trump bid, but could produce good results with your strong support. If Partner is forced to a Diamond response, you should then bid your No Trump.

When you have the opponent's suit well stopped, the advisability of doubling informatively instead of bidding your No Trump is entirely a question of the distribution of your hand and the strength of the Major suits. With the following type of hand, for instance, over an adverse Diamond bid the No Trump should immediately be declared: ♠ A x, ♥ x x x, ♦ K J x, ♣ A K Q x x. There is no support here for a Major suit, but with a couple of assisting tricks from Partner, a game may easily be made at No Trump.

Another type of unconventional informative double is one in which the doubler holds a strong two-suiter. For example: ♠ A J x x x, ♥ A K J x x, ♦ —, ♣ K J 10; or, ♠ K J 10 x x, ♥ x, ♦ A K Q J x, ♣ A x. With hands of this type, a player who doubles an opponent's No Trump or suit bid informatively does so with the intention of bidding his own strongest suit over *any* response from his partner other than a bid in one of his suits.

The Informative Double with a two-suited hand in

which both suits are long and strong has innumerable advantages over a bid. If Partner has trump support for either of your suits you get that valuable information immediately and can rebid to show strong support for a game. In using this strategic double it is not necessary to have a two-suiter as powerful as either of those shown above. But with such a dominating hand, Partner should be raised to game without further ado if he happens to take out in one of your suits.

RESPONDING TO AN INFORMATORY DOUBLE

When your partner doubles an opponent's bid of one, YOU ARE FORCED TO TAKE HIM OUT OF THAT DOUBLE by bidding your BEST SUIT no matter how poor it may be.

You are only relieved of this responsibility by AN INTERVENING BID from the opponent at your right. If, after a double from your partner, this opponent raises his partner's declaration or makes some other bid, the informative double has been taken out and you are no longer obligated to bid. Any declaration which you may make after your partner's informative double has been taken out by an opponent's bid shows strength and a desire to play the declaration named.

Unless, however, an opponent bids after your partner's informative double, you should bid no matter how weak your hand.

In responding to Partner's informative double, the preference should be given to a Major suit wherever possible. If Partner has doubled a Minor suit, he is asking you to respond with either Major. If his double

has been made over a Major suit bid, he wants the other Major. If he has doubled a No Trump he should be strong in both Majors.

It is advisable after your partner's suit double to respond with a declared trump, even a weak four-card Minor suit rather than a No Trump bid. But some situations necessitate a No Trump answer. With four cards, including a stopper in the suit doubled, and three cards with scattered honors in each of the other suits, it is best to bid one No Trump. When the opponent's suit is stopped twice, a No Trump is often a better bid than a four-card Minor suit or a four-card Major suit without a single honor. But never call a No Trump in answer to Partner's suit double if you have *any* five-card Major suit or a four-card Major suit with one honor.

When you are forced to bid with an extremely weak hand, name a Minor suit to discourage your partner from carrying on the bid.

Again, when your partner doubles informatively, you may find yourself with a hand which would have justified you in making a voluntary bid. Such strength should be shown by bidding more than necessary to cover the opponent's declaration. Only by this means can you inform your partner that your bid is not forced by his double, and that you hope for his coöperation in reaching a higher contract.

THE FORCED BID RESPONSE TO AN INFORMATORY DOUBLE OF TWO

Responses to your partner's informative doubles of two are practically the same as the responses to a one

double. The important issue here is to be positive that the double *is* informative.

When your partner doubles an opponent's bid of two, before making any response ask yourself two questions:

"HAVE I MADE A BID OR A DOUBLE OF ANY KIND?"

"HAS MY PARTNER HAD A PREVIOUS OPPORTUNITY TO DOUBLE THIS SUIT AND FAILED TO DO SO?"

If the answer to both of these questions is NEGATIVE, your partner's double is negative (informative) and YOU MUST MAKE A RESPONSE. If the answer to either question is AFFIRMATIVE, your partner has made a BUSINESS DOUBLE and does not want you to take him out.

Whenever any uncertainty exists in your mind concerning the message of your partner's double, make some sort of a bid and take him out. Of the two evils it is *far worse* to leave a partner in a double he demands to be taken out of than to take him out of a double he wishes to remain in. A partner may forgive you if you misread his business double and make a bid, but if you leave him high and dry in an informative double, he is apt to hold it against you as long as he lives.

THE VOLUNTARY BID AFTER PARTNER'S INFORMATORY DOUBLE

While it is true that an intervening declaration from an opponent after your partner's informative double

releases you from all obligation to bid, you should not hesitate to do so if you have sufficient strength. In this position you may bid as high as two on a holding almost as good as ... original bid of one or on any suit of exceptional length. If the intervening bid necessitates a contract higher than two, your hand should be proportionally stronger to volunteer a bid. But, when justified by your cards, do not be timid about making a declaration.

If the intervening bidder is an expert, he is probably using poker tactics to bluff you out of the declaration you intended to make. Call his bluff and show your suit. It may be the very one your partner is hoping for.

PASSING PARTNER'S INFORMATORY DOUBLE

There are two types of hands with which it is permissible to leave your partner in an informative double. The first is a hand of sufficient strength in the doubled declaration to insure setting the opposing bid. When a player passes for this reason after his partner's informative double he is said to make a "business pass."

In the hands of inexperienced players, the business pass is apt to prove a boomerang of the most dangerous kind. Its use should be restricted to players of broader experience who can be sure of their trick values in this very delicate position.

The second type of hand with which it is permissible to pass your partner's informative double is a complete "bust" when you are vulnerable and the double will not give the opponent's a game. For example, suppose

you are vulnerable and find yourself with a hand which looks something like this: ♠ 9 8 3, ♥ 4 3 2, ♦ 8 6 4, ♣ 7 5 4 2, and your partner doubles a bid of one No Trump. If the opponent has no score he cannot make game. Doubtless he will score well above the line for contract and extra tricks. But such bonuses will probably be small in comparison to the penalties you would incur by bidding with so trickless a hand.

This protective pass may sometimes prove useful in preventing the opponents from rebidding for a game which they might have scored. Satisfied with the double, the original declarer will usually pass and close the bidding. Also, he must play the hand at a disadvantage because he cannot be sure whether your pass was made for business or protection.

When your partner has doubled a suit bid, a protective pass should be made only on a trickless hand, with no suit of more than three cards except that named by the opponent. Even with a bust, holding any outside suit of four cards, it is better to respond to your partner's request for a bid.

THE INFORMATORY REDOUBLE

The Informatory Redouble is made when your partner's bid has been doubled informatively. Your purpose in making it would be to score a penalty against the opponents by telling your partner that you have unusual strength which could be counted on definitely to assist in setting any declaration which the opponents might make.

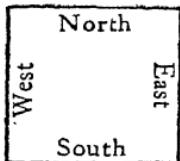
To illustrate, suppose the bidding and doubling of a hand to be as follows:

(Informatory
Redouble)

♠ K J 2
♥ A J 9 6
♦ 8 7 6
♣ K 10 9

(Informatory
Double)

♠ Q 8 7 6
♥ K 10 5 4
♦ Q J 9
♣ A Q



♠ 5 4 3
♥ 3 2
♦ 5 4 3 2
♣ 8 7 3 2

♠ A 10 9
♥ Q 8 7
♦ A K 10
♣ J 6 5 4

(One No Trump)

Here the opponents are caught in a trap from which your informative redouble prevents them from extricating themselves by a protective pass. Any bid which they make can be doubled, and set, for a sufficient penalty to more than compensate for the game which you have forfeited.

Informative redoubles are most profitable when the opponents are vulnerable. In the main, they only work well at No Trumps. An informative redouble after Partner's suit bid has been doubled informatively must be based not only on assistance for the suit Partner has named, but on exceptional strength in the other three as well. If your strength is mostly confined to trump assistance, raise your partner, don't give the opponent the chance to show his suit.

REBIDDING AN INFORMATORY DOUBLE

When you have forced your partner's bid, unless his response is higher than necessary, regard it with extreme pessimism. Optimism in this situation is apt to prove most costly. Remember that such a bid being merely a compulsory response to your own informative double means nothing at all. As you have no way of knowing that it was not made on a "bust," it is unsafe to give even one raise on a forced bid unless you have about five assisting tricks—six when vulnerable.

CHAPTER X

RESPONDING TO A SUIT BID FROM PARTNER

The best way to acquire skill in your assisting bids is to make a thorough study of the strategy of initial bids. The more you know of the delicate shades of meaning conveyed in your partner's bids, the more readily will you be able to respond to them. The basis of all successful coöperative bidding is to think in terms of **OUR HAND** instead of **MY HAND**. On hearing a bid from your partner, you should immediately cease to consider your hand as a separate unit. Instead of one little hand of thirteen cards, you must regard it as half of one **BIG HAND** of **TWENTY-SIX** cards. After your partner has bid, it is no longer a question of

"What declaration is best for **MY HAND OF THIRTEEN** cards?" but, "What declaration is best for **OUR HAND OF TWENTY-SIX** cards?"

When your partner makes a bid, listen to him and try to visualize his holding. Register a mental picture of it. See how it fits with yours. Hear everything the opponents have to say. And then decide what is the best procedure with your **TWENTY-SIX CARDS**. Endeavor to coöperate with your partner sufficiently to arrive at the declaration that would be made if each could see the other's cards.

If your partner understands coöperative bidding, he is not trying to force any particular declaration on you. He is merely informing you of the general character of his half of **THE HAND** and asking you to fit it

in with your half for the best results obtainable to the partnership. Can you improve on his bid? If not, can you assist it? Again, does your half of THE HAND make it appear that this declaration of your partner's is unsafe? If so, can you flash the warning to him with a valid bid?

Presuming you have digested the foregoing chapters, you can read the message which your partner conveys by any original or defensive bid. Secondly, you know the order of preference in the various makes: Major Suits, No Trumps, Minor Suits, and so can judge of the advisability in seeking to change your partner's declaration, or of assisting it when you have assisting tricks.

We know that to justify a sound original bid of one a bidder's hand must contain the probability of five tricks, and that the other two tricks for his contract must be secured from the hand of his partner. While the number of quick or defensive tricks which each player averages to hold is only one and one-half, the average number of assisting tricks which a bidder's partner will furnish is two. As helping tricks for a partner's bid are recruited from many sources besides quick tricks—one of the most important of these sources being the *distribution* of the suits in an assisting hand—a bidder's expectation of finding two assisting tricks with his partner, is not overly optimistic.

GENERAL VALUES IN AN ASSISTING HAND

Assisting Value of Trump Honors

An Ace, King or Queen of partner's trump suit may be accorded the value of a full trick when held in conjunction with one or two cards of the suit.

The value accorded a guarded King or Queen of trumps in an assisting hand is based on the assumption that such a supporting honor will make partner's trump suit solid, or nearly so.

When two of the top honors are held *together* each is given the full value of a trick.

Honors lower than the Queen may be counted as assets, but no definite trick value can be granted them.

Assisting Value of High Cards in Side Suits

In side suits which have not been bid, high cards are valued approximately the same in the assisting hand as in the hand of the initial bidder.¹ But all flexible holdings (as tenaces, and guarded Kings or Queens) are promoted in value because the assisting player bids when already assured of complimentary strength in his partner's hand. Direct changes in these individual counts would be too confusing and complicated for practical use. A simple method of counting this increase is to add one-half trick to any assisting hand rich in flexible values. For example, in outside suits which have not been bid: Kxx, Kxx, Kxx = 2 tricks. AQx, Kxx = 2½ tricks. Kxx, Qxx = 1 trick. Qxx, Qxx, Qxx = 1 trick.

Remember, also, that *over* or *under* an adversary's bid a shift must be made in estimating the value of guarded honors and tenaces in his suit, and that the general average of your high card values also appreciates or depreciates according to your position. When the only bidders are your partner and the opponent who must play before you, the chance of winning your finesses is increased fully fifty per cent.

¹ See page 42.

Assisting Value of Short Side Suits (With Three or More Trumps)

When holding three or more trumps, the ability to trump side suits is a tremendous asset in the dummy hand. This is one of the before mentioned distributional values which add so greatly to the worth of an assisting hand. In an assisting hand which holds three or more trumps, the ability to ruff a suit from the first lead (no card of the suit in the hand) will, on an average, be worth two to three tricks.

To clarify the reason for this valuation, consider the following hand which independently would count but one-half trick: ♠ Kxxxx, ♥ xxxx, ♦ xxx. As an assisting hand to a Declarer playing Spades or Hearts it would probably be worth four tricks or better. Dummy is prepared to ruff any losing Clubs in Declarer's hand, and his trump support is distinctive. With three or more trumps, a singleton in Dummy will usually be worth two tricks to Declarer, a doubleton one trick. But occasionally there will occur a distribution of cards in Declarer's hand which renders the ability to trump a certain suit in Dummy entirely valueless. Declarer, too, may be short of the suit, or so strong in it that he does not need to ruff. Balancing the occasions on which Dummy's ability to ruff a suit is worthless against those times when it is a powerful asset, we strike an average about as follows:

(Holding Three or More Trumps)

A Missing Suit = $2\frac{1}{2}$ Assisting Tricks

A Singleton = $1\frac{1}{2}$ Assisting Tricks

A Doubleton = $\frac{1}{2}$ Assisting Trick

When holding but one or two trumps, doubletons have no value, singletons practically none, and missing suits are worth less than a trick.

ASSISTING TRICKS FOR PARTNER'S DECLARED
TRUMP BIDS

Assisting Tricks in Trumps

Four trumps	= 1	Assisting Trick ²
Ace, King, or Queen, with one or two others	= 1	Assisting Trick
Ace, King, or Queen, with three others	= 1½	Assisting Tricks ³

Assisting Tricks in the Ability to Ruff⁴

A Missing Suit	= 2½ Assisting Tricks
A Singleton	= 1½ Assisting Tricks
A Doubleton	= ½ Assisting Trick

Assisting Tricks in Outside Suits

Honor Combinations	Same as in Probable Tricks with some <i>plus</i> value
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RESPONDING TO PARTNER'S SUIT BID OF ONE

Before considering assisting a trump bid of one, it is necessary to understand the significance of "Normal Expectancy" which is a very important factor in the value of your hand.

NORMAL EXPECTANCY

The term Normal Expectancy is one generally applied to the *normal* trump holding which a player *ex-*

² Not for partner's original bids of more than one.

³ One trick only for partner's original bids of more than one.

⁴ Sound values only when holding three or more trumps.

pects to find in his partner's hand when he makes a trump declaration of one.

This normal trump holding is either *three* trumps headed by a Jack or *any lower card*, or *two* trumps headed by an Ace or King. Normal expectancy should never be counted as a trick, it is merely the normal trump holding which Partner counts on finding in your hand. Only when having three trumps headed by one of the three top honors, or four smaller trumps, would you count normal expectancy *plus* a trick. Holding one of the three top honors singleton, or two small trumps, you would be minus normal expectancy.

The question of whether or not your hand contains normal expectancy is a vital consideration in raising your partner's suit bid of one. Unless Partner opens with a higher bid, you should not raise his suit when your hand lacks trump support. The reason for this will be immediately apparent if you stop to realize that your partner's hand probably contains no more than five trumps, and may contain only four. If, in spite of the fact that your hand lacks trump support, you encourage your partner by a raise, he will usually end by playing a high suit contract with the opponents holding most of his trumps. Under such circumstances, taking your partner up will very likely result in putting him down for a staggering penalty.

Four small trumps in your hand are valuable to Declarer, even though they may not actually take a trick, because they are not *against* him but *with* him, insuring his control of the trump suit. This will prove especially true if the initial bid has been made on a four-card suit, when the presence of four trumps in the dummy hand will often enable Declarer to make a game which he could not possibly have scored without

them. When you have four of Partner's trumps headed by the Ace, King or Queen, add another half trick value to your count, making a total of one and one-half tricks.

It must be noted, however, that a five- or six-card holding in partner's suit is given no more value in an assisting hand than four cards. While common sense tells us that five trumps are more desirable than four, and six trumps are more desirable than five, giving an extra trick count to these additional trumps would inflate their value too highly. Simply count more than four small trumps as a plus value, and let it go at that.

RAISING PARTNER'S BID

Remember when your partner makes any initial bid of one, he is counting on your hand for two assisting tricks. To raise this initial bid you must have the probability of at least one more assisting trick. If you have two assisting tricks *plus* you may raise your partner's uncontested bid. With two *bare* assisting tricks, unless they are quick tricks, do not raise partner's one bid except when he opens fourth hand or rebids his first declaration. A fourth-hand opening bid shows unusual general strength, but not unusual trump length or strength, so that normal expectancy remains an important factor in assisting such a bid.

As the basis of calculation for raising your partner's bid of one is the number of your assisting tricks over two, give him a raise for each assisting trick which you hold over and above the two expected. That is, with three assisting tricks, increase the bid to two; with four assisting tricks, to three, etc. This rule applies whether or not the bid is contested. In raising your

partner, be sure to show at once the full value of your support, stopping only at a game contract. Unless you are looking for a slam it is, of course, impracticable to carry the contract higher than necessary to secure game.

When you have more value than is needed for one raise and not enough for a higher jump, say, three assisting tricks *plus*, give one raise, and if partner rebids, use your additional value for another lift—a game bid in a Major suit.

TAKING OUT A MAJOR SUIT

If you hold normal expectancy, unless you hold a second Major suit of distinctive length and strength, do not consider taking your partner out of a Major suit bid, because he has made the best of all declarations. Lacking normal expectancy, and feeling that you have sufficient strength for a take-out, you should show the second Major if your hand is as good as a defensive bid, or take out with No Trump if justified. Failing either of these alternatives, a Minor suit as good as a bid of one may be mentioned.

Do not feel, when you take your partner out of a Major suit of which you are short, that you are "bidding against him." You are not bidding against but with him for the best interests of your combined hands. Never lose sight of the fact, however, that *there is no weakness take-out in Contract*. Weak denial bids are unnecessary and totally unjustified because the same information may be conveyed by a pass. Restrict your take-out bids to hands of dependable strength, giving your partner the assurance from the outset of the game that he may safely support any bid you make.

HANDS WHICH ARE RAISES FOR PARTNER'S SPADE BID

<i>1 Raise</i>		<i>1 Raise</i>	
♠ x x x	0	♠ x x x x	1
♥ x x x	0	♥ x	1 1/2
♦ A J 10	1 1/2	♦ K x x x	1/2
♣ A x x x	1	♣ x x x x	0
<hr/>		<hr/>	
	2 1/2		3

<i>1 Raise</i>	
♠ x x x x	1
♥ x x x x	0
* ♦ K x	1
♣ Q J 10	1
<hr/>	

<i>3 Raises</i>	<i>2 Raises</i>
♠ Q x x x x	1 1/2
♥ x x x x	0
♦ A 10 x x	1
♣ —	2 1/2
<hr/>	
5	4
(* Singleton 1 1/2 + Ace 1 = 2 1/2)	

HANDS WHICH ARE TAKE-OUTS

Bid two Clubs
 ♠ x x ♥ x x ♦ K x x x ♣ A K J x x
 Lacks normal expectancy

Bid one No Trump
 ♠ x ♥ K Q x ♦ Q x x x ♣ K x x x x

Bid two Diamonds
 ♠ x x ♥ x ♦ A Q x x x ♣ K Q x x x
 Lacks normal expectancy

RESPONDING TO A MINOR SUIT BID OF ONE

Should your partner open with a Minor suit bid of one, even though you hold normal expectancy in the suit, do not consider assisting his bid until you are sure that you would not be justified in improving upon it with a Major suit or a No Trump declaration. Even an overcall with the second Minor is better than an assist because it may lead, eventually, to some more favorable bid. These take-outs may be made with the same type of hands as take-outs of a Major, or even with a slightly lighter holding when not vulnerable. The important thing is to improve on your partner's Minor suit bid if possible. If considering a No Trump take-out when your partner bids one of a Minor suit or of a Major suit in which you lack normal expectancy, picture the Ace of Partner's suit in your own hand. If this imaginary holding gives you the make-up and count of a conservative No Trump, you are justified in bidding it as a take-out. This simple method for "finding" a No Trump take-out will also prove a serviceable guide in making bids of two and three No Trumps over Partner's original suit bids of one.

In taking Partner out with a declaration of distinct strength, show that you hold well over the minimum requirements by making a higher bid than necessary.

If Partner's bid of either a Major or Minor suit is contested, you need slightly more strength for a raise, and decidedly more for an independent bid.

YOUR PARTNER'S ORIGINAL BID OF ONE DIAMOND HAS
NOT BEEN OVERCALLED

♠ A J x x x ♥ A x x ♦ x x x ♣ x x
(*Bid one Spade*)

♠ J 10 x ♥ A x ♦ x x x ♣ A Q x x x
(Bid one No Trump)

♠ A K x x ♥ x x x x ♦ A x x ♣ x x
(Bid one Spade)

♠ Q J x ♥ K x x x ♦ x x x ♣ A x x
(Bid one No Trump)

♠ x x ♥ x x x ♦ K Q x ♣ A Q 10 x x x
(Bid two Clubs)

♠ x x ♥ x x ♦ J 10 x x x ♣ A x x x
(Bid two Diamonds)

RESPONDING TO PARTNER'S MAJOR SUIT BID OF TWO

Whenever your partner opens the contracting with a bid of two, unless your cards are quite deficient in strength, a game is surely in sight. If his two bid comes in a Major, partner's message should mean something like this:

"Here is a powerful hand, partner, with at least seven probable tricks. If you have a bit better than average assistance (two and one-half tricks) give me an immediate raise to game. Don't worry about normal expectancy. My powerful trumps need no more support than a high singleton honor or a couple of small trumps. If your trump support is weaker than that, take me out with any strong five-card suit you may have, or with a No Trump if three suits are even lightly guarded. Should your hand seem below par for any constructive declaration, unless you are entirely trickless, pay me the courtesy of keeping the bid open by raising my suit to three. That is, give me another chance, as I may have a second suit or a justifiable

game bid *on my own*. If you have *a single trick* make a 'courtesy raise.' I shan't take it as a bona fide raise and promise not to rebid unless I have better than my minimum of seven tricks."

THE COURTESY RAISE

The Courtesy Raise does not necessarily require a quick trick. It may be based on a favorable distribution of your cards, such as a singleton or two doubletons (with three or four trumps), or on any assisting values which promise a supporting trick for your partner. The courtesy raise, introduced by the author during the early developments of Contract, has grown in favor so that it is advocated and employed by a great many leading Contract players in all parts of the country. This raise is made only for the purpose of keeping the contracting open, not to encourage partner to rebid for a game, unless his own strength warrants him in doing so with your one assisting trick.

It might be asked why, if the original bidder has a probable game in sight with but one assisting trick, he does not immediately bid for it. There are two reasons for this. First, an original game declaration usually prevents an exchange of information which might lead to a slam. With a holding strong enough to justify an original bid for game, a slam is likely to result when just the right support is found in the assisting hand. Having a partner who can be counted upon to keep his bid open, the initial bidder is assured that he will not be left stranded with his low contract, and so can start with a declaration of two and feel out his partner's strength before the bidding has reached dangerous heights.

The second reason for the courtesy raise is that, while in a powerful hand of general strength, there is always a potential game or slam, neither may be possible in the original suit declared. For example, with such a hand as this: ♠ A K J x x x, ♥ A Q x, ♦ —, ♣ Q 10 x x, an original bidder who was assured of a courtesy raise could open with two Spades and give everybody at the table a chance to tell his story. There is nothing to fear from the opponents, and any information Partner may be able to volunteer must prove invaluable. If the bid is taken out by the partner in Diamonds, it promises game at No Trumps. If it is taken out at Hearts, game, at least, is assured in that suit. With a Club take-out the original bidder should immediately jump to a Grand Slam at Clubs.

After an original bid of two Spades, with the same hand, if Partner responds with a bid of four Spades, a slam is in the air. The next move should be a bid which will ascertain whether the supporting hand has strength where it is most needed, in the Club suit.⁵

Again, should a courtesy raise be the only response, the hope of slam is futile, but game still seems assured. Should Partner announce the sad news that he is trickless, by leaving the contract at two Spades, it would seem that even so unfortunate an end of a noble hand was all for the best. Without an assisting trick, even so strong a hand as that shown above would almost inevitably be set at a game contract.

While the courtesy raise is an invaluable convention and is almost indispensable for safe and sound slam bidding, it should never be employed without thorough coöperation between partners. Unless your partner understands and approves of the courtesy raise, you

⁵ See Slam Bidding, page 132 in Chapter XIV.

should assist his original bid of two only when you have several supporting tricks. Again, having the original bid and finding yourself with a potential game hand (eight probable tricks in a Major suit), unless assured that your partner will keep the bidding open with a courtesy raise, it is advisable to take the chance of declaring for game immediately.

In using the courtesy raise these three important points must be kept in mind: first it requires at least one supporting trick; second it is necessary only when your partner makes an original bid of two in a suit, not a No Trump; and third, you are released from the obligation of giving the courtesy raise when the opponent on your right bids over your partner. As this intervening declaration keeps the contracting open, enabling your partner to rebid if he so desires, a raise from you at this point must be interpreted as an announcement of at least two supporting tricks.

PARTNER'S ORIGINAL BID OF TWO HEARTS HAS NOT
BEEN OVERCALLED

♠ A K J x ♠ xx ♦ xx ♣ xxxxx
(*Bid four Hearts*)

♠ A xxxx ♠ x ♦ Qxxx ♣ J 10xx
(*Bid two No Trumps*)

♠ xxx ♠ — ♦ K 10xxx ♣ K Q J xx
(*Bid three Clubs*)

♠ xxx ♠ xxx ♦ K xx ♣ Q J xx
(*Bid three Hearts*)

♠ A 10xx ♠ x ♦ K Q xx ♣ K 10xx
(*Bid three No Trumps*)

♠ x ♥ Jxxx ♦ xxxx ♣ xxxx
(Bid three Hearts)

♠ AKxxx ♥ x ♦ xxx ♣ Kxxx
(Bid two Spades)

♠ x ♥ x ♦ A Q Jxxxx ♣ Kxxx
(Bid four Diamonds)

RESPONDING TO PARTNER'S MINOR SUIT BID OF TWO

When your partner opens with an original bid of two in a Minor suit, he is looking for game but not, as a rule, in the Minor suit. Your duty is, if reasonably possible, to show him another suit or take out at No Trumps. A raise of the Minor should be your last resort. A strong four-card suit, or a five-card suit with two high honors without other tricks, may be shown when partner opens with two of a Minor. A No Trump take-out requires some protection in the three outside suits but may be made on a very light count (six or seven points). Holding a really strong hand, a jump bid of some sort should be given to define your declaration from one which is practically forced by Partner's original bid of two in a Minor suit.

PARTNER'S ORIGINAL BID OF TWO CLUBS HAS NOT BEEN OVERCALLED

♠ A Q J x ♥ K x ♦ xxx ♣ xxxx
(Two Spades)

♠ J9xx ♥ Q10x ♦ Kxxx ♣ xx
(Two No Trumps)

♠ xxx ♥ K Q10xx ♦ x ♣ xxxx
(Two Hearts)

♠ A J x ♥ Q 10 xx ♦ K J x ♣ x x x
(Three No Trumps)

♠ x x x ♥ A K J x x ♦ x x ♣ K x x
(Three Hearts)

♠ x x x ♥ x x x ♦ K Q x ♣ x x x x
(Three Clubs)

RESPONDING TO HIGHER BIDS

When your partner bids three of a Major suit or four of a Minor, he says quite emphatically:

“Partner, don’t interfere with this bid. If you have two assisting tricks give me a raise. Trump support is not needed.”

Quick tricks are most important in assisting your partner’s preëemptive bids, and such bids should be assisted whenever possible.

Never take your partner out of a preëemptive bid unless you are totally lacking in support and are assured of your contract in another declaration. Remember that his bid warns you not to count on his hand in any take-out or double which you may contemplate. Under no circumstances should you attempt to overcall your partner’s initial bid of a game contract. Over Partner’s initial bid of four Hearts or Spades, or Five Diamonds or Clubs, any declaration you make will, rightly, be construed by your partner as a signal for a slam in his suit.

WHEN PARTNER MAKES A TWO-SUIT BID

When your partner makes a two-suit bid he shows the most powerful type of hand to play as Declarer, and the weakest to play defensively. Encourage him,

if possible. Give him a raise on one suit or the other if you have normal expectancy and two assisting tricks. Holding length in one of your partner's suits and a singleton in the second, your assistance must prove highly effective. As Partner is bound to be short in the other two suits, this distribution of your cards and his promises a valuable cross-ruff⁶ and enables you to give a stronger raise than the high card value of your hand would indicate.

Seldom take your partner out of a two-suited bid unless you lack normal expectancy in both the suits which he has named.

Even though you may not have a legitimate raise for either of your partner's suits, there is a certain technique in two-suit bidding which it is important to understand. Whenever your partner bids one suit and subsequently names a second, unless there is a bid from the intervening opponent, you must take your partner back to his first suit if it better fits your hand. In such a contingency definite assisting tricks are not necessary. You are not *raising* Partner's bid but merely expressing a preference for what may be to you the lesser of two evils. To illustrate, if you hold this hand: ♠ J 10, ♥ 4, ♦ J 10 4 3 2, ♣ 10 8 7 6 2, when your partner opens with one Spade and subsequently bids two Hearts, if the intervening opponent passes, you should then bid two Spades. If your partner is an experienced player he will know that your bid does not say, "Partner, I have a raise for Spades," but, "Partner, I dislike your Spade suit less than the Heart."

Should it be Partner's second suit in which you are slightly stronger, you can indicate your preference by passing his second bid.

⁶ See page 72.

Whenever the intervening opponent overbids your partner's declaration of his second suit, a bid from you in either of Partner's suits shows more than a preference—it announces a legitimate raise with at least two assisting tricks and trump support of normal caliber in the suit named.

WHEN PARTNER MAKES A DEFENSIVE OR
SECONDARY BID

It is rarely safe to raise a partner's defensive or secondary bid with only the minimum assistance required for the support of an original bid. Defensive bids should be supported more freely than secondary bids, and may also be taken out with the expectation of some assistance. But like a preëmptive bid, a secondary bid warns you not to expect help for any other declaration.

WHEN PARTNER'S BID HAS BEEN DOUBLED
INFORMATIVELY

When your partner's suit bid has been doubled informatively by one opponent, if you have normal expectancy and about two tricks give an immediate assist to shut the other opponent out from making a response. In this situation Partner should not interpret your assisting bid as definite encouragement, but should read it as a defensive measure to prevent an exchange of information between the opponents. With a really strong assisting hand you would, naturally, jump your raise. A thoroughly sound bid in some other suit, or at No Trumps, can, of course, be shown over the informative double. But against such pronounced ad-

verse strength a weak bid in any suit other than your partner's is apt to fare very badly.

If your partner's No Trump bid has been doubled informatively, it is good policy to assist the bid only when you have better than the minimum count. With a Major or Minor of any strength, a suit bid is preferable.

CHAPTER XI

BUSINESS DOUBLES

It is most important that the Business Double should never be confused with the informative double, because the latter calls on the partner of the doubler to make a bid, whereas the former says, "Partner, do not take me out. I am sure that I can set the bid I have doubled, and we will get extra penalty points for every trick that our opponent falls short on his contract."

A player should rarely interfere with his partner when he doubles for business. The only way to be sure of distinguishing between all the doubles a partner makes is to study carefully the chapter on the informative double.

Skill in the use of the business double is one of the most powerful weapons in a Contract player's equipment. But keen judgment as to its finer points comes only with long experience. There is but one type of business double that the less experienced player should attempt to use, which is known as the free double.

THE "FREE DOUBLE"

The free double is made when an opponent has bid for a contract which would give him a game, whether or not it was doubled. At a clean score, a double after an opponent's bid of five in a Minor suit, four in a Major suit, or three in No Trumps, is a "free double." The player declaring any one of these bids would score a game *undoubled*, if successful in making his contract.

At Contract, whenever you make a doubtful double of any bid, the percentage is slightly against you; when the double is not "free," it is overwhelmingly so.

However, if you are confident of your doubles, you should not allow the opponents to play any undoubled contract which you are practically sure of defeating.

In making any double, which from the appearance of your own hand promises, but does not insure, success, go cautiously about doubling under the following circumstances:

Unfavorable Times to Double

When your partner has not bid.

When your partner has made a secondary, or pre-emptive, bid.

When an opponent has shown a two-suited hand.

If your partner makes a secondary or pre-emptive bid, he warns you not to count on him to win a trick unless the hand is played at his suit. If your partner offers no bid of any kind he may, or may not, have a defensive trick.

When your opponent bids a two-suited hand, he tells you plainly that he has two suits of five or more cards, with very few cards in the remaining two suits. If you double him in spite of such a warning you must not be surprised when any quick tricks you had counted on making are promptly trumped.

Never double one of the two suits which your adversaries have bid, unless prepared to double the second.

Above all, do not make a double which, by giving the Declarer a cue to the position of the strength held against him, may enable him to succeed in his bid. Remember the Declarer will take all the finesses through

the player who has doubled. Prepare for this when you double.

Favorable Times to Double

When your partner has bid Two originally. (Count on him for three defensive tricks.)

When your partner has bid One originally. (Count on him for two defensive tricks.)

When your partner has made any voluntary first round bid. (Count on him for one defensive trick.)

When your partner has assisted your bid. (Count on him for one defensive trick.)

When you can double either of the two suits your opponents have bid.

When your double is based on long, strong trumps.

WHEN YOUR PARTNER DOUBLES

If your partner doubles an opponent when you have made no bid, do not take him out, unless you have some unusual distribution which strongly indicates that his double will fail, and your take-out will offer a safe contract.

When your partner doubles after you have made a bid, or assisted his bid, do not take him out unless you have good reason to believe that he is counting on tricks which your hand will fail to furnish.

After giving him an assist, it is often advisable to take out your partner's double when you hold four, or more, of his suit and no quick tricks.

Do not take your partner out if he doubles after you have made a preëmptive or secondary bid. Your bid has already warned your partner that you lack defensive tricks, and his subsequent double tells you that he is independent of your assistance.

TO DOUBLE OR TO GO GAME?

Sometimes you may find yourself in the pleasant position of being able to choose between a double to defeat the opponents, or a bid which promises game. When each of these delightful alternatives is a certainty, the one which will net you the greater number of points should be chosen.

With no game scored on either side, you should not give up the first game with its almost three to one chance of winning rubber for a penalty of less than 400 points.

If the opponents are vulnerable and you are not, a doubled penalty of two tricks instead of game is a paying proposition. If you are vulnerable and the opponents are not, do not accept a penalty of less than six hundred in lieu of the sure rubber, which gives you a 700 bonus, plus a hundred or more game points. Even the penalty of 600 would show a loss were it not that having the first game in you still stand nearly a three-to-one chance to win rubber.

When each side has a game in, you should not sacrifice the rubber game for a penalty of less than 600 points.

Keep in mind that if you double an opponent and set him only one trick when you have a sure game, you lose, and he wins on the transaction.

WHEN AN OPPONENT HAS DOUBLED

When the situation is reversed, and an opponent has doubled your bid or your partner's, it is never advisable to change the declaration unless a really advan-

tageous switch can be made. If your partner is a sound bidder, do not worry about *rescuing* him whenever he has been doubled. He probably has no desire to be rescued and will only resent your attempt to save him with a speculative declaration which further complicates the situation.

REDOUBLING

Owing to the increase of trick values, the odds in favor of redoubling are very great in Contract.

In order to obtain an exact picture of the odds, for or against a redouble, the following table, computed on the assumption that the Declarer will fail to make his contract by not more than one trick, is submitted. This assumption may be considered arbitrary, but between partners who thoroughly understand each other's bidding only an abnormal distribution should result in the loss of more than one trick.

BONUS INCREASE ON SUCCESS- FUL REDOUBLE		INCREASE IN PENALTY BY REDOUBLING	AND SET I TRICK
--	--	---	--------------------

When Not Vulnerable

No Trumps Majors Minors

1	120	110	90	100
2	190	170	130	100
3	260	230	170	100
4	330	290	210	100
5	400	350	250	100
6	470	410	290	100
7	540	470	330	100

When Vulnerable

	<i>No Trumps</i>	<i>Majors</i>	<i>Minors</i>	
1	170	160	140	200
2	240	220	180	200
3	310	280	220	200
4	380	340	260	200
5	450	400	300	200
6	520	460	340	200
7	590	520	380	200

EXAMPLE: Six odd at Spades has been bid by a side not vulnerable and doubled by opponents. Failure to obtain contract by one trick would result in penalty of 100 points. If redoubled penalty would only be increased by 100 points, whereas if declaration were successful the trick score would be increased by 360 and bonus by 50 or a total increase of 410 points. Assuming that the contract would hinge on the failure or success of one finesse or one drop, the odds favoring a redouble would be 4.1 against 1.

It is apparent from the preceding table that the odds based on the foregoing assumption range from conceding 1.4 *vs.* 2 in the case of a redouble of one in a Minor suit when vulnerable against taking 5.4 *vs.* 1 in the case of redoubling a bid of seven No Trumps when not vulnerable.

While the odds in favor of redoubling when vulnerable are numerically less, the safety is increased by the fact that Partner's bids are presumably one-half trick stronger than when not vulnerable. In view of the fact that few bids of one and two of a trump declaration are doubled for "business" and the odds are small in favor of a redouble for such declarations, they may be disregarded. On the other hand, when a

high bid in either a Major suit or No Trump has been doubled, and the considerations referred to have been met, percentages make redoubling almost obligatory.

Should the bidding indicate that there might be a wide swing, either above or below contract, it should be borne in mind that the bonus for over tricks is generally only one-half as great as the penalty for additional under tricks. Therefore, if information has not been more or less exact, it would tend to diminish the advantage of a redouble.

Again, it would be unwise to redouble if any bid of Partner's could be interpreted as being in the forcing or sacrificing category.

Against the obvious percentage in favor of the redouble must be balanced the danger of driving the opponents into a sacrifice bid in which they would take an insignificant penalty. If the opponents have shown stiff opposition, bidding you up to the contract which they have doubled, be wary about a redouble, unless prepared to double and set them severely should they return to their suit. But when, as often occurs in Contract, you and your partner have reached a high declaration without opposition and have been doubled, do not fail to redouble whenever you can figure on a 50-50 chance of success.

CHAPTER XII

OVERBIDDING AND UNDERBIDDING

The novice at Contract is constantly admonished with warnings against overbidding. But it is seldom that one encounters anywhere an admonition against a fault which is just as pernicious, and if anything more widespread, that is, the mistake of underbidding.

Beginners in the game are almost invariably underbidders. It is constantly necessary to urge them on in their bidding; restraint is rarely called for. Even among players of some experience there is a general tendency to underbid in certain situations.

Doubtless the reason why such great stress is laid on the mistake of overbidding, and so little is said concerning the equal seriousness of underbidding, lies in the fact that the latter is such an insidious fault that it usually passes unnoticed.

When a rash overbid is set at the cost of hundreds or thousands of points, the overbidder's mistake goes down in black and white on the score for every one to see, and condemn. But when a game and rubber is lost by an overtimid pass, the incident usually slips by unnoticed. In an average game, players seldom check up on the holdings in other hands after they have been played. Thus one player's underbid will pass unobserved, while another's overbid will be remarked, if not criticized, by the other players.

The strongest tendency to underbid occurs in the

failure to make minimum original bids and in refusing to show immediately the full strength of the support in an assisting hand. Players in general, even though fully warranted in doing so, will rarely raise their partners' bids to game in either a suit or No Trump. They prefer to give an "encouraging raise" and leave it to their partners to *guess* whether or not a game can be made. The general tendency to overbid appears in making unsound informative and business doubles, and in unjustifiable rebids based on nothing but "a raise from partner."

Without observing a player's game it is impossible to tell whether he is underbidding or overbidding. But it is probable that he is doing one or the other if he plays his cards well enough to hold his own with the other players who make up his games and yet is an habitual loser.

If you find yourself in the minus column in most of the games you play, study the following symptoms of overbidding and underbidding, and diagnose your own case:

You Are Underbidding If:

You are rarely set.

You do not frequently go down one on a game bid.

You often fail to raise your partner's bid when he makes three tricks or more from your hand.

You raise your partner only one when he makes four or five tricks in your hand.

You frequently make slams which you have failed to bid.

Your doubles always succeed.

Your opponents frequently fail to make contracts which you let them play undoubled.

You Are Overbidding If:

You are often set on your contracts, even though you find assisting tricks in your dummy hand.

You often go down two or more even though the "breaks" are with you on finesses and trump distribution.

You are often set two or more on a slam bid.

You often raise Partner when your hand takes fewer than the tricks you have promised.

You often make doubles which put the opponents out, or give them large bonuses.

When you have satisfactorily diagnosed your case, take the only cure. Learn to value your hands for just what they are worth. Study the No Trump counts and the chapters on Probable and Assisting Tricks at suit bids until you can estimate the importance of your cards to a nicety. Then you will only make an overbid or an underbid deliberately, and with a full understanding of just what you are doing.

Temperament plays an important part in a player's tendency to overbid or underbid. But the main cause of both faults lies in an ignorance of the actual trick-taking power of a hand under the given circumstances in which it is bid. No player continues to err in either direction unless he continually overrates or underrates the value of his hand.

JUSTIFIABLE OVERBIDDING AND UNDERBIDDING

From the foregoing warning against unwarranted overbidding and underbidding, it must not be understood that a player must never bid more nor less than his holding justifies. There are many occasions which

call for the deliberate overbid of a hand by one or two tricks. Only a player who knows his probable trick values can overbid intelligently and judiciously. Such a player is always justified in overbidding his hand somewhat to prevent his opponents from winning a rubber game *which he cannot save in any other way*.

We have seen in the chapter on business doubles what various games average to be worth, so it can be easily understood that a player is warranted in risking as many points to save a given game.

When the opponents have a game in, and you haven't, it seldom pays to risk a serious loss in an effort to save the next game. As the side winning the first game has almost a three-to-one chance of winning the rubber, your sacrifice is usually in vain.

It is most important to remember that overbidding to save a game is only justified when you are sure that the game cannot be saved in any other way. Before plunging into one of these game-saving overbids, stop and reckon up your defensive strength. Should your own hand be hopeless defensively, pause to consider if your partner has indicated whether he has any defensive tricks. If he has made an original bid of one or two or an informative double, he has definitely shown defensive strength. Unless Partner has made a pre-emptive or secondary bid, he *may* have defensive strength against the opponents. When your partner does not bid it frequently happens that he has a hand which is only useful when played defensively. In such a case a rash overbid on your part may lose in two ways, first by being set for a big penalty, and second by cutting your partner out of a profitable double of the opponent's bid.

If able to *save game* and unable to make game, underbid.

If you find that your opponents are timid bidders and doublers, overbid with preëmptive bids and jump assists every time that the game is in danger. Go slowly about your overbids when you find your opponents are quick with their business doubles. Remember the staggering figures into which penalties of Contract can run, and always look very carefully before you leap into the depths of any unsound game-saving overbid.

CHAPTER XIII

BIDDING TO THE SCORE

Whenever a player contemplates making a declaration of any kind, there are two equally important things for him to consider: his hand and the score. So essential is it for a player to be fully aware of the exact state of the score at all times that it is highly advisable for each player at the table to keep his own score. Besides the two decks of cards demanded by the rules, a properly equipped Contract table should always be laid with four small score pads containing the Contract counts and revoke penalties.

Once the contracting has begun, a player commits a serious breach against good form and ethics if he asks the score or makes an obvious effort to check up on it. Equally bad form and unethical is it for any player to call his partner's attention to the score by word, look, or gesture.

Skill in score bidding is a necessary adjunct to success in Contract. All rules for bidding must be modified when a certain condition of the score exists. If you would be a winning player, you must know the score and conform to it at every stage of the bidding. For example, with a count of 60 below the line, remember that all suits are of equal value. If your partner opens with a Minor suit, assist him if possible. Don't take out with a No Trump or Major suit when a Minor can just as well produce game.

Again, if your partner has bid one in a suit or No

Trump, and you need only two for game, get the bid up, even though your hand may be slightly below par for a legitimate raise. In this situation your light raise is justified by the fact that your partner will not carry on with the bid unless he is opposed. And even so, at this stage of the score a raise will be discounted by a thoughtful partner. Whenever a side is advanced in score, a different interpretation should be put both on assists and initial bids. To be sure, an initial bid which lacks sound quick trick values is never justified by any score, but it is permissible to open with fewer probable tricks if a low contract will produce game. With a partial score of 60 points, the following original bids are sound:

One Spade

♠ A Kxxx ♥ xxx ♦ xx ♣ xxx

One Diamond

♠ Axx ♥ xxx ♦ KQJx ♣ xxx

One No Trump

♠ Axxxx ♥ QJx ♦ AJx ♣ xxx

Two Hearts

♠ xx ♥ AKxxxx ♦ Ax ♣ xxx

One Club

♠ Ax ♥ xx ♦ xxxxx ♣ AQ10x

Defensive and Secondary Bids should also be declared more freely "to the score."

Special attention to your bidding is demanded when your opponents are advanced on their score and have made a bid. Under such conditions, your hand should be overbid rather than underbid, whether the opponents' declaration is a No Trump, a Major, or a Minor

suit. For instance, suppose the opponents have made a bid of two which will put them out. If not vulnerable, you are justified in stretching your values to the limit in an effort to outbid them or push them to a higher declaration which you have a better chance of defeating. Of course the fact of being vulnerable assumes a significance which must never be disregarded even in score bidding.

When your opponents are advanced on the score and you are not, your fourth-hand opening bid should be very powerful defensively, and you must be prepared to rebid once or twice, according to the adverse score.

In the other case, when your side has the advanced score, you may open with a more slender third- or fourth-hand bid than is permissible at any other time.

When made to an advanced score, an original bid or a jump assist for one or two more than game must not be read as an invitation for slam. For example, if North and South have a partial score of 40 or 60 points:

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Heart	Pass	Three Hearts	

North's jump should not be construed as a slam invitation, but as an effort to shut East out of making an informative double or a too easy bid. A jump raise at this juncture is always advisable if the assistance lies mostly in the partner's suit and in distributional value. With a powerful "all round" hand, North, having nothing to fear from an adverse bid, would give only the necessary raise of two Hearts. Preemptive bids and unnecessary jump assists (unless of slam proportions) are always based on fear, and are usually declared for

the purpose of preventing an exchange of information between the adversaries.

When a player's side has a partial score, if he wishes to make it clear that he has a hand of slam caliber, he should jump his raise or open his original declaration with a contract as high as four in a Major suit or five in a Minor. This rule should be kept in mind because it allows for helpful shut-out bids at all times. A player who subscribes to the outworn and obviously impractical convention which invariably marks a bid for one more than game as a slam invitation no matter what the score, minimizes by at least fifty per cent the advantage to be gained from his partial scores.

CHAPTER XIV

SLAMS

The change which has most definitely marked the scientific advancement in the development of Contract is the passing of the old order of "Slam Bidding." Everywhere the more thoughtful players have come to recognize the inherent weaknesses in the old, spectacular method by which slams were arrived at only after an intricate and often confusing series of bids to show the location of certain Aces and missing suits.

While, of course, Aces are essential to safe slam bids, four Aces do not make a slam any more than one swallow makes a summer. It must be realized that behind the Aces there must always be some high card or distributional values to insure a successful slam, and that the only safe way to arrive at a sound slam bid is just as one arrives at a sound game contract, by trick valuation, inference, and deduction.

From this it must not be understood that the author minimizes the importance of a thorough knowledge of the technique of Slam bidding. Every player should be cognizant of the slam cues and prepared to interpret them, should the necessity arise. But at the same time, a player must recognize that the ability to value his hand and to make sound deductions from the bids which he has heard, is of far greater importance in bidding for slams than any other one element in the slamping.

The basic rules to adhere to when trying for slams are these:

Concentrate on showing dependable values from your first bid to your last, and you will not so often find it necessary to show Aces. Be sure that every bid you make has some reason for its existence. Show an Ace or missing suit only when you are sure the information will help your partner. Never give your partner a slam cue which will automatically force him to a Small Slam unless you wish to indicate your capacity for a Grand Slam.

WHEN YOU HAVE A SLAM, BID IT, DO NOT ASK YOUR PARTNER TO BID IT FOR YOU.

SLAMS AT NO TRUMP

If you and your partner use the Honor Point system in making your No Trump bids it is not difficult to arrive at a sound slam bid at No Trumps. Knowing the minimum number of points on which your partner has made a given bid, and remembering that the total honor point count of all the cards is exactly forty, you need only add the points in your hand to those indicated by your partner's bid to find how closely a slam is approximated. For example, let us suppose that your partner shows a minimum of eighteen honor points by opening with a bid of two No Trumps, and you hold the following hand which contains eighteen honor points: ♠ Qxxx, ♥ Aqx, ♦ AqJ, ♣ QJx. You know that you and your partner hold all but four of the possible forty honor points. With this assurance that a slam is in sight, you should immediately bid six No Trumps, thus shutting out all information which might aid and abet the enemy in their campaign to defeat you.

Whenever your honor point count combines with the minimum number of points shown by your partner's

bid to equal the round figure of thirty-six points, a Small Slam is almost one hundred per cent safe, and should immediately be bid.

With a total of thirty-eight points a Grand Slam is almost a surety. These total figures may be shaded by one point when not vulnerable.

If your count is high enough to suggest slam possibilities, but not sufficient to insure an immediate slam bid (for example, a count of about 18 when your partner opens with one No Trump; or 10 when he bids three), give Partner a slam cue by bidding one more than is necessary to score game.

This cue, the bid of one more than game, according to the old interpretation, would have said, "Partner, show me an Ace." But in the newer and more common-sense evolution of slam bidding it says:

"Partner, my count is sufficient to promise a slam if you have any values additional to those indicated by your original bid."

If your partner has a minimum count, or only one point better, and no supporting values, he will let your four No Trump bid ride, and there is no harm done. With a higher count, or a long strong suit which can be readily set up, your partner should answer your cue either with an immediate bid of six No Trumps, or by showing an Ace if success at a slam seems probable but uncertain.

In answering your partner's No Trump bids, whenever your combined count totals more than 31, give a slam cue. Remember that your partner often opens with better than a minimum bid. You may bid a slam, or give a slam cue, on a lighter count if you hold a long, strong suit.

SLAMS AT DECLARED TRUMPS

It is a rare occurrence, indeed, when a ready-made slam hand comes one's way, all set up for an original bid. But it does happen with surprising frequency that an original bid from your partner will enable you to see an almost certain slam in your cards. Holding, for example: ♠ A K Q x x, ♥ K J x x, ♦ K, ♣ K Q J, when your partner makes an original bid of one Heart, you know a slam must result. Deduction tells you that your partner must have at least the Ace, Queen to five Hearts, and one of the other Aces. To give a "slam cue" in this position is just a futile gesture. Partner may pass, and your certain slam would be thrown away. Your bid is six Hearts, nothing less.

Occasionally, when your partner bids originally, you find yourself with a hand containing a potential slam; cards which will prove a slam if your partner's bid is, say, a trick stronger than minimum. For example, again supposing your partner to have made an original Heart bid; you have this hand: ♠ 9 6 4, ♥ K J 3 2, ♦ A K Q, ♣ A K 3. By an immediate raise to five Hearts you can ask the direct question, "Partner, have you any excess value which might assist in producing a slam?"

If your partner has a minimum bid, as: ♠ A 4 3, ♥ A Q 9 8 6, ♦ 4 3 2, ♣ 9 8, he will pass. But with a quick trick better, as: ♠ A K 4, ♥ A Q 9 8 6, ♦ 4 3 2, ♣ 9 8, he will rebid for a Small Slam. With a hand of distinctly greater distributional and trick strength, as: ♥ A K 4, ♠ A Q 10 8 6, ♦ 4, ♣ Q J 10 8, Partner would realize that the time had come for that rather unusual declaration—a Grand Slam bid.

SLAM INVITATIONS OR "CUES"

YOUR PARTNER IS GIVING YOU A SLAM CUE IF HE

- bids for more tricks than are needed for game.¹
- bids on the opponent's suit.
- bids a second suit after being strongly assisted or assisting strongly in a first.

A SLAM CUE: In giving a slam cue or responding to one you must only name a suit in which you can win the first round (*i.e.*, with the Ace or by ruffing).

The suit bid which most often results in a slam is the original bid of two. But it must be remembered that while Partner's original suit bid of two should put you on the alert for a possible slam, such a bid does not necessarily indicate the desire for a slam. The original suit bid of one sometimes leads to a slam, but the bid of three in a Major suit or four in a Minor suit, announcing as it does the lack of tops or of quick tricks, rarely results in a slam bid.

When you are the opening bidder and have announced a bid of two, unless you hold better than seven tricks, keep in mind that you have told your story and have nothing more to say. If a slam is to be made, your partner must deduct the fact from the information which you have already volunteered, and must essay the bid himself.

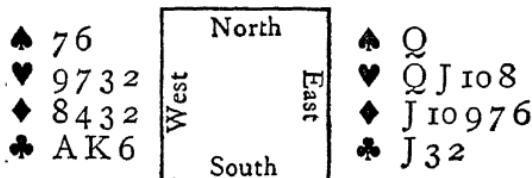
If, however, your two bid is exceptionally strong and you get the encouragement of a double jump from your partner, the time has come to consider a slam. Sometimes the make-up and strength of your hand

¹ Except on a well-advanced score when a bid of one more than game might be used as a shut-out.

enables you to bid for a slam on the sole information that your partner will give you three probable tricks. For example: ♠ A K J x x x, ♥ A x x x, ♦ x, ♣ A K. After your partner jumps to four Spades, you should rebid for a Small Slam. There is nothing to be gained by giving a slam cue, asking him to show you the Ace of Diamonds, because he may not have it. And whether he has it or not is a matter of little moment. Your real interest is in the fact that Partner has three probable tricks which, added to your eight and one-half, put you within just one-half trick of your goal. Any information you give out must only benefit your opponents.

When you have need of placing the exact location of your partner's strength you should resort to a slam cue. The following diagram shows a situation in which the use of the correct slam cue saves the players from an overbid for slam.

♠ 10 4 3 2
♥ 6 5
♦ A K Q 5
♣ 9 8 5



♠ A K J 9 8 4
♥ A K 4
♦ —
♣ Q 10 7 4

SLAM BIDDING

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
Two Spades	Pass	Four Spades	Pass
Five Diamonds	Pass	Five Spades	Pass
Pass	Pass		

By wisely giving his slam cue in his void suit which needs no support, South leaves the way open for North to show the only other suit in which he is interested—Clubs. Had South unwisely given the cue in five Hearts, he would have been driven to a futile Slam Bid by North's perfectly sound response of six Diamonds. West's lead of the King, Ace of Clubs, would immediately set South one trick at a bid of six Spades.

With North's Ace and King of Diamonds transferred to his Club suit, as: ♠ 10 4 3 2, ♥ 6 5, ♦ Q 5 3 2, ♣ A K 5, his response to South's slam cue in Diamonds would have been a bid of six Clubs. Remembering the initial strength shown by North's raise to four Spades, South would scarcely need more encouragement to declare a Grand Slam at Spades.

Special note must be taken of the fact that the assisting partner cannot give a slam cue by shifting the suit unless he has first supported the original bid. When one player starts with a bid of two Hearts and his partner overcalls with Spades, it must be understood that he is taking out because he cannot support Hearts and wishes to play Spades, not that he is showing the Ace of Spades to suggest a slam at Hearts. Great care must be exerted to avoid this confusing of motives which so frequently occurs.

Slams are a highly important part of Contract, and every legitimate avenue which might lead to a sound slam bid should be kept open *as long as it does not block the way to sound game declarations.*

No player should agree to adopt any slam convention which cuts him off from showing legitimate take-outs and two-suit bids, because, important as slams are, and dazzling as are their rewards, after all the game's the thing. Be sure not to allow an overzeal for slams to cloud your judgment in bidding for games.

Until a stage of the bidding has been reached which makes it definite that the partners agree on the best declaration for their combined hands, no foreign suit should be introduced with the intention of giving a Slam Cue. Many players follow a convention which dictates that when a certain number of tricks are bid in a suit, the declaration is "set," and mention of another suit must be read as a Slam invitation. Some conventions "set" the suit at a bid of three, others at a raise to four, etc. Most of these rules *read* well, but for practical use they are entirely too rigid, tending as they do to block off many very useful informative or game-going declarations. In detecting the difference between a Slam Cue and a legitimate bid, common sense is a better guide than any convention. For example:

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Spade	Pass	Two Spades	Pass
Three Diamonds	Pass		

Not A SLAM CUE!

South is giving the information that he has a two-suited hand. With so feeble a raise from North, the Spade suit is surely not "set."

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Spade	Pass	Three Spades	Pass
Four Hearts	Pass		

A SLAM CUE!

South can have no legitimate reason to change the suit after it has been so firmly "set" by North's strong raise.

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Spade	Pass	Two Spades	Pass
Three Spades	Pass	Four Hearts	Pass

Not A SLAM CUE!

If North had had a hand of slam caliber he would have given a stronger initial raise. Evidently he has only slightly better than average help for Spades, and a strong Heart suit which he thinks it advisable to show.

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
Two Spades	Pass	Three Spades	Pass
Four Hearts	Pass		

Not A SLAM CUE!

With a raise from North which shows only one trick, it is highly improbable that South could hope for a slam. He is showing a powerful two-suited hand and wishes North to make the most advantageous choice for game.

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
Two Hearts	Pass	Four Hearts	Pass
Four Spades	Pass		

A SLAM CUE!

With the suit so well set, this cue is an obvious one, asking North to show an Ace.

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
Two Hearts	Pass	Three Clubs	Pass
Three Diamonds	Pass	Three Spades	Pass

Not SLAM CUES!

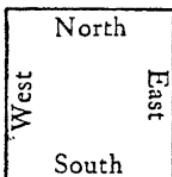
Not in any of these bids is either partner giving a slam cue. In an effort to arrive at the best contract for the combined hands, each is taking the other out of an unsuitable bid. Three No Trumps is usually the result of such a series of bids.

BIDDING OPPONENT'S SUIT

The only occasion on which the assisting partner can give a slam cue by shifting the suit *before* supporting the bid is when he makes the shift to the opponent's suit to show that he has complete control of it. This would be the case if he held the singleton Ace or was entirely void of the suit. Such a type of slam cue is illustrated below:

♠ K Q J 8
 ♥ A 10 5 3
 ♦ A K Q 8 2
 ♣ None

♠ 10 9 2
 ♥ 7
 ♦ 7 6 4
 ♣ A K J 10 8 7



♠ 6 4 3
 ♥ 9 8 2
 ♦ J 10 9
 ♣ Q 6 5 4

♠ A 7 5
 ♥ K Q J 6 4
 ♦ 5 3
 ♣ 9 3 2

THE BIDDING

<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
One Heart	Two Clubs	Three Clubs	Pass
Three Spades	Pass	Seven Hearts	Pass
Pass	Pass		

As North holds the Ace of Hearts he knows that his partner is bidding on the King-Queen with a quick trick outside and that their combined hands must produce a Small Slam at least. If South's outside trick is in Spades and not in Clubs, a Grand Slam is insured. So North gives the slam cue by bidding Clubs (the opponents' suit), putting it up to South to show the Ace of Spades if he has it. South may do so with confidence because he is sure that no Clubs can be lost and that his partner would not try for a slam unless he controlled the Diamonds as well. If South's outside trick had happened to be in Clubs, he would announce his lack of useful slam material by rebidding the Hearts.

North, then realizing that the Ace of Spades must be lost, would be satisfied to bid a Small Slam.²

Sometimes a player is puzzled about responding to a partner's cue when lacking in slam material. The only thing to do in such a case is to return to the suit in which you and your partner are trying for the slam. After a slam cue has been given by one partner, the second partner's rebid of the original suit definitely announces that his hand is void of slam material. It must also be kept in mind that there are many occasions when one partner may give a slam invitation and receive a response which is not such as to make the slam bid possible.

A very helpful convention in slam bidding calls on a player to give a slam cue or to respond to one with a declaration which will keep the bidding as low as possible. The use of this convention not only permits a fuller exchange of information, but also gives an extraordinarily definite picture of each partner's holding. For example, if a slam cue is announced by a Spade bid and the partner responds with a bid of Diamonds, he definitely denies slam material in Clubs.

Slam bids must as a rule be backed up by highly skilful play. It is one thing to recognize and bid a slam, and another to make it. This same relationship between bidding and play holds good throughout the entire game of Contract. Unless able to get all there is from the play of the cards, a player should not bid his hands to the limit.

For a player keen enough to see a potential slam, bold enough to bid it, and skilful enough to play it to

² In the assisting hand a missing suit, where the hand contains four or more trumps, will usually prove more valuable as slam material than an Ace with several small cards.

a successful issue, the reward is great. So be constantly on the alert for slams, and try not to let a legitimate slam bid get by you. But remember how comparatively seldom such bids occur and how often the effort to force them leads to disaster. If, during an evening's play, two sound slam bids come your way, you are fortunate. In the meantime you will be called upon to exercise keen judgment in making many bids of an entirely different type. Keep in mind that the game's the thing, and don't let an overeagerness for slams lead you into subscribing to any hampering convention that may prevent you from giving and receiving that clear-cut type of information which is so essential to success in bidding for games.

CHAPTER XV

GOULASHES

GOULASH LAWS

It cannot be disputed that the vogue of Goulashes is spreading rapidly and that already the majority of Contract players have capitulated to the undeniable thrill and excitement in the bidding and play of these freakish hands.

Unfortunately, with the growing popularity of Goulashes, there has sprung up a variety of local, house, or club rules regulating the manner, time, etc., of dealing Goulash hands. This rather deplorable condition has probably come about because the great majority of players are unaware of the fact that Goulashes are covered by the code of Contract Laws issued by the Whist Club. For the benefit of those players who have unintentionally erred in this matter, the following laws covering Goulash deals are emphasized:

“When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer.”

From this it will be noted that the question of including Goulashes in any session of Contract play must be settled by agreement of all four players. Also that after such an agreement, a Goulash can only be dealt *“when all four players pass.”* This latter rule precludes the quite prevalent “house rule” which calls for a Goulash deal whenever a bid of one is passed by

three players, and the, fortunately, less widespread "rule" by which a Goulash is played whenever a final bid is less than a game contract.

"Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3)."

and Law 3 says:

"3. The cards of a suit rank Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest)."

Which means that so long as a player arranges his cards in order of their rank he is not obliged to follow any special arrangement of his hand, as Spades first, Hearts second, etc.

"The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player."

From this it will be noted that the local "rule" calling for a "six, six, one" deal has no lawful standing.

"When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

"If a misdeal is properly called the goulash is abandoned and the next dealer deals in the regular way with the still pack."

This last paragraph most plainly and emphatically emphasizes the absurdity of the "rule" which calls on a player who misdeals a Goulash hand to forfeit a certain number of penalty points to his opponents.

GOULASH BIDDING

So much for the Goulash laws, which it is hoped all good and true Contract players will respect and conform to.

As to the bidding. There is a well-known saying that, "Anything can happen in a Goulash." Consequently it should be borne in mind that no regular standards of probable trick values can be applied to a Goulash hand, because an abnormal distribution of the cards is the rule; a normal distribution the exception. On a Goulash deal, if you find yourself with what appears to be a powerful holding of seven Hearts to the Ace, King, Queen, don't be surprised when an adversary turns up with the other six Hearts. Because the menace of such adverse distribution is ever present, a special standard of valuation should be used in making your first bid on a Goulash hand. The following system will work very well in the majority of cases when you are considering a bid: Picture your hand minus two end trumps and then make your bid as though it were on an ordinary deal. For example, suppose, on a Goulash deal, you held this hand: ♠ A K Q x x x, ♥ A x x x, ♦ —, ♣ x x x. The Spade suit looks very powerful until you picture it as minus two trumps: ♠ A K Q x + +, ♥ A x x x, ♦ —, ♣ x x x, when it must be recognized as sufficiently strong for a bid of only One Spade.

Some Examples of Original Bids on a Goulash Deal

One Heart

♠ K Q x x ♥ K Q J 10 + + ♦ x x ♣ J

One Club

♠ A Q x ♦ x x x x ♦ — ♣ A K Q x ++

One Spade

♠ Q J 10 x x + + ♦ A K x ♦ K x x ♣ —

However, this artificial method of valuation should immediately be abandoned if your partner gives you a raise in your suit. Once the fear is dispelled of finding all the outstanding trumps in the hand of an opponent, you may rebid your suit counting the value of your trump length just as on a normal deal. By Partner's show of trump support, the Goulash bugaboo is laid, and your trump hand assumes a natural aspect. When your suit is long and strong enough to render you independent of the most adverse distribution, as: ♠ A K Q J x x x x, ♦ —, ♣ A Q x, ♡ x x, you should not, of course, discount any trump length in valuing your hand. The original bid with the above hand should be four Spades.

Nor, again, should you fail to bid a five-card suit with good tops when your hand contains three or four quick tricks, such as: ♠ A K x x x, ♦ —, ♣ A Q x x, ♡ x x x x. The rule of subtracting two end trumps, like all rules of bidding or play, is only of real value if used with discretion and a strong mixture of common sense.

When you are in the position of assisting your partner, remember how important he will consider the information of possible trump support. Always give Partner one raise if you hold any four cards of his suit and a quick trick or some distributional value outside. With additional strength, jump his bid. Holding only three small trumps, you should have two to three outside tricks for a sound raise. A take-out of your part-

ner's suit should never be considered when you have trump support, unless your own suit is invincible.

THE NO TRUMP CONVENTION

Because of the freakish and unfavorable distribution of the average Goulash hand for a No Trump make, a game bid at No Trumps is almost never heard. Also an original No Trump bid of one is most infrequent. For this reason the author has found it very helpful in Goulash bidding to employ this infrequent and little used declaration for informative purposes when holding a powerful three-suited hand. For example: ♠ K Q J x, ♥ x, ♦ A Q J x, ♣ K Q 10 x. This convention is much like an informative double, compelling a take-out bid of some kind from the partner. Naturally it can only be used when there is thorough understanding and coöperation between two players. With such coöperation the convention enables you immediately to find your partner's longest suit, which three times out of four will be a suit that you can ably support.

When this No Trump convention is adopted by a partnership, it should always be employed on powerful three-suited hands, even when one suit is a strong Major. For example: ♠ A K Q x x, ♥ A Q x x, ♦ —, ♣ K Q x x. With such a hand on a normal deal, no declaration other than Spades should be considered. On a Goulash deal, playing with a partner who uses the convention, the bid is one No Trump. Such an opening is almost bound to be productive of the best results, because your partner's response can hardly fail to fit your hand in one way or another. If he bids two Hearts or Clubs you should raise him to

"Partner, you have named my missing suit. If you have length in any other, show it. Or with two sure stoppers in Diamonds, raise me to three No Trumps. Failing either of these alternatives, pass, and let me take care of the situation."

Whenever your partner has considerable strength he should respond to this No Trump convention with a jump bid of three in his suit. In this case, if the suit fits your hand, you should consider the probability of slam.

This No Trump convention may be employed when holding a four-suited hand of very sound strength. But the best results will be obtained when the bid is made on a well-balanced three-suited hand. In any case, when opening a Goulash hand with a bid of one No Trump, your cards should be sufficiently forceful to keep the situation in control should Partner's take-out be your weakest suit. Remember that "anything can happen in a Goulash" and that when you are vulnerable, the use of a bid which forces Partner to a compulsory response is always charged with dynamite. For the same reason, informative doubles with less than dominating strength are not advisable in Goulash deals.

PLAYING AGAINST A GOULASH DECLARATION

If you are unfamiliar with the possible idiosyncrasies of a Goulash, these abnormal deals are apt to produce many surprises in the play. Suits rarely go around more than once. Aces and Kings, which you may have counted on making, are trumped with disconcerting frequency. Unless based on trump length and strength, you should rarely consider a business double unless your opponent has been forced up (not jumped) to a bid of five or six. (Remember the Declarer's favorable percentage in the redoubling.)

When leading to a Goulash, if you have previously made a bid which your partner has taken out, do not open the lead with Partner's suit, but with your own. It is more than a fair chance that he may be able to trump. When leading from the Ace-King combination, ignore the conventional lead and open with your Ace. If your partner happens to be minus the suit, he should not be left in doubt as to whether or not you are leading the commanding card of the suit.

THE DOUBLE CUT

It is an advisable and quite a common practice for the dealer of a Goulash hand to cut the cards before presenting them to the player at his right for the final cut. While not sanctioned by a definite law, this dealer's cut is really analogous to the final shuffle which, in a normal case, is allowed the dealer before the cards are cut.

CHAPTER XVI

GENERAL SUGGESTIONS

PSYCHOLOGY

The characteristics of your fellow players are considerations so valuable in their psychological import that regard for them is an essential part of the successful Contract player's equipment. The main question to decide is whether you or your partner is the better player. Is it advisable to assist his bids whenever possible, or to make every endeavor to hold the bid so that the playing will be done by you? Are you the stronger player who must of necessity adjust himself to the conventions of a weaker partner? Or do you happen to be the player who should depend on a more skillful partner for the readjustments so often necessary for successful teamwork?

Backed up by the shrewdness of a highly skillful partner, bid simply and accurately, and depend upon him to produce the brilliant coups. With an indifferent player exercise all your initiative to counterbalance his lack of skill and imagination.

Finding yourself with a thoroughly dependable but unaggressive partner, trust him and push your bids and doubles for all your cards are worth. With an erratic partner exercise great caution, particularly when vulnerable.

The overly sanguine attitude of a too bold partner must be counteracted by your conservatism if you wish to strike a successful balance. In the other case, of a

partner too conservative, an aggressive boldness is necessary for you to carry the situation.

Occasionally there may occur a rubber in which all the foregoing advice will prove superfluous. Finding yourself with the type of partner whose Contract rating is so below par that he cannot be classified anywhere in the above category, you have only one recourse: keep your losses as low as possible, hoping that the rubber will soon end and give you an opportunity for a luckier draw.

PLAYING WITH STRANGE PARTNERS

When sitting down to a game of Contract with a strange partner do not immediately start in to explain your system of bidding or your pet idiosyncrasies. Let your game speak for itself. If your partner makes any inquiry concerning your conventions, and you are using the system outlined in the preceding chapters, answer very simply that your bids are all natural, meaning just what they say. Explain that your two bid is extremely strong and flexible, while your higher bids are not adaptable for take-outs or slams.

No further explanation should be volunteered, nor, unless he asks you to do so, should you direct your partner's responses to your bids. If you find that your partner uses an alien system to yours, and *you are the stronger player*, comply with his conventions as much as possible. The cosmopolitan game of Contract demands a certain adaptability. At the same time, remember that you should always preserve the integrity of your own system. Nothing is more destructive to a winning game of Contract than a mixture of a number of different methods of play. Pick out the system

which most appeals to your logic and common sense, and stick to it whenever possible. A well-planned system of bidding is always designed as a whole, and in a partnership game will only get the best results if both partners keep the pattern intact.

INFERENCES

A careful study of the basic principles of bidding as set forth in the preceding chapters should enable any fairly experienced player confidently to take part in a game of Contract. But if he is ambitious to be regarded as something more than an acceptable partner, a player must use these basic principles merely as a foundation on which to build his game. He must not stop with anything a book can teach him. No rule is of really great value unless it is used with judgment and proper discretion.

The following general suggestions are given merely to point the way which leads to the mastery of Contract bidding. Constant vigilance is the price of achievement in this most difficult branch of the game, where even a momentary lapse from intensive concentration so often results in the loss of a rubber or the payment of a staggering penalty.

If you are only an average player, and striving to become an expert, you must recognize the great importance of inferences obtained from the sequence of the bidding. Did your partner pass originally and then take out your Heart bid with one No Trump? Obviously he could not have a real No Trump bid, but is simply showing you weakness in Hearts and a certain amount of strength in the other three suits.

Has your partner opened fourth-hand with a bid of

one Club or Diamond? He must have far greater strength than such a bid indicates, probably a No Trump with one weak suit. Can you show him that you have any well-guarded suit? If not, unless your hand is a total loss, call two of his suit, and give him a chance to rebid.

Was your partner's bid of three forced by the opponent's three bid, or was it made voluntarily? It carries a different message in each case; and still another message if the opponents' bid of three would give them a game. When your partner's bid has been forced or made to the score, don't take it too seriously. Remember, if you are not vulnerable and the opponents are, your partner may be overbidding two or three tricks to save a game.

Another example of a fine inference which may be drawn from the bidding occurs when your partner opens with a Major suit bid of one, there is no opposition, you assist to two, and your partner, instead of rebidding his suit, switches to two No Trumps. What is he trying to tell you? Without doubt, that he prefers not to carry on unless assured of strong trump support. With strength in at least two outside suits, he asks you to tell him on what your raise was made. If on trump support, you should rebid the suit; if on outside cards, go to three No Trumps.

To the ear attuned to catch every nuance of the bidding, a pass may sometimes be just as eloquent as a declaration. Suppose that you have nothing below the line and your opponents are advanced on their score, needing only one or two tricks to put them out. You deal and open with a bid of one Heart, on a hand no better than the minimum requirements, the next player passes, your partner goes to two Hearts and the fourth

player passes. The refusal of your opponents to bid at such a stage plainly indicates great strength in your partner's hand. Why then has he bid only "Two Hearts"? Probably because his Heart support is not strong. He does not wish actually to deny your Major suit, but at the same time, hoping for an opportunity to show a suit of his own, jockeys for a chance to rebid. In any case, with your preponderance of strength revealed by the eloquent silence of the opponents, don't be timid about pushing your cards for a rebid which may lead to game.

NO EVER AND NEVER

A good player aspiring to become more expert should constantly keep in mind this most important fact—There is no ever or never in Contract.

That is, no rule is too good to be broken when the proper occasion arises. The player who knows best when and how to dispense with a rule, knows best how to play the game. But one thing must never be overlooked. The player must somewhere, somehow, have learned the application of the rule he is breaking, before he attempts to break it.

When the author uses the word "never," please read "hardly ever." Do not hesitate to break any rule set forth in this book *If You See a Good Reason for Doing So*—but be sure your reason is better than the rule.

ADVICE TO A NOVICE

If you are unschooled in Bridge and a beginner in Contract, don't let any advocate of so-called "Poker Bridge" persuade you that a thorough knowledge of

the fundamentals is unnecessary, and that, in strictly adhering to rules, you run the chance of becoming an uninteresting "routine player."

It is true that the most brilliant Contract players constantly break the rules and use more or less Poker psychology in their game. But such advice as the above is usually proffered by those misguided ones, who, boasting that they have never learned a rule, are blissfully unaware of how they are dreaded as partners by the very experts whose game they vainly try to emulate. In short, as every one knows, a rule must be thoroughly understood before it can be broken intelligently.

So, learn the precepts of bidding and play, and follow them until *you can see for yourself* a valid reason for ignoring them. When that moment arrives, you will have taken your first step toward becoming an *interesting* player. Until then, you must content yourself with being an *acceptable* one.

SUMMARY OF CONTRACT BIDDING

SUIT BIDS

A BID OF ONE (first or second hand) shows *five or more trumps*, with a total of $4\frac{1}{2}$ to 5 probable tricks including two quick tricks (at least one of which is in suit named) or *four trumps* with 3 to $3\frac{1}{2}$ quick tricks.

A BID OF TWO in a Major suit shows, usually, six or more trumps with strong tops; 7 probable tricks including 3 quick tricks.

A BID OF TWO in a Minor suit shows a strong Minor suit (which may be of only four cards) with

general honor strength counting 18 or more points. Or a six-card suit with strong tops and two outside tricks.

A BID OF THREE in a Major suit shows abnormal trump length (7 or more) with at least 7 probable tricks but no definite number of quick tricks.

A BID OF FOUR in a Minor suit shows abnormal length with 8 probable tricks.

NO TRUMP BIDS

When Vulnerable

A BID OF ONE NO TRUMP shows three guarded suits with a minimum count of 14.

A BID OF TWO NO TRUMPS shows four guarded suits with a minimum count of 18.

A BID OF THREE NO TRUMPS shows four guarded suits with a minimum count of 22.

When not vulnerable counts may be shaded by one point.

3rd and 4th hand opening bids show 3 to 3½ quick tricks.

DEFENSIVE AND SECONDARY BIDS

DEFENSIVE AND SECONDARY BIDS show probable tricks but not necessarily quick tricks.

When VULNERABLE, Probable Trick count should be within 1½ to 2 tricks of contract (depending on the size of the defensive bid).

When NOT VULNERABLE, Probable Trick count should be within 2½ to 3 tricks of contract.

INFORMATORY DOUBLES

A double of one No Trump or of one or two of a suit bid is Informatory if made at the first opportunity to double that suit and before the doubler's partner has bid or doubled.

REBIDS

When partner has given strong raise, rebid if $\frac{1}{2}$ trick better than minimum initial bid. When partner has given Minimum Raise, rebid with 1 additional trick. When partner has given No Raise, rebid only if your probable trick count is within one to two of contract (according to score).

ASSISTING PARTNER'S BIDS

ASSISTING SUIT BID OF ONE: With normal trump support, raise once for every assisting trick over the two expected from your hand. (1st raise on 2 tricks plus.)

ASSISTING SUIT BID OF TWO: *If opponent passes*, raise to three on 1 assisting trick (courtesy raise), raise to four on $2\frac{1}{2}$ tricks. *If opponent bids*, raise to three on 2 assisting tricks, to four on 3 assisting tricks.

ASSISTING HIGHER SUIT BIDS: With or without opposition, raise on 2 assisting tricks.

ASSISTING NO TRUMP BIDS: If partner bids one originally, raise to *two* on count of 8 or 9, to *three* on count of 11 or 12. If partner bids two originally, raise to *three* on count of 6.

CHAPTER XVII

DON'TS

At Contract Bridge there are certain breaches of which a player may be guilty, even though an expert in the strategy of the game. These are breaches of thoughtfulness, good taste, and etiquette in which players of long experience are sometimes the worst offenders. Unless you are a finished player, you are almost certain to make frequent mistakes of judgment. It is inevitable that you will play a wrong card, or make a wrong bid at times. That is understandable and excusable, but the same cannot be said for any untoward display of mannerisms which may prove irritating to others. Careful observance of the "Ethics and Etiquette" of the game (page 38 in "Laws of Contract Bridge") is advocated. At the Contract Bridge table, as in other places, good manners cover a multitude of sins in judgment.

DON'T pick up the "still pack," and shuffle or move it about. It is not placed on your left as a toy for your amusement, but to indicate the next dealer. That most irritating of questions, "Whose deal is it?" need never be heard if every one will remember this injunction, "Don't touch the still pack."

DON'T hold your cards so carelessly that others must constantly warn you that your hand can be seen.

DON'T play the "Devil's Tattoo" on the table whenever you have a close question to decide. This resonant drumming may help you to think better, but it does not help others to think better of you.

DON'T place your hand over the cards when playing on a trick.

DON'T play your winning card on an opponent's welcome lead with a gloating snap.

DON'T play your losing card on partner's unwelcome lead with a sulky toss.

DON'T complain if you lose, or insist that the cause is entirely due to the poor cards you are holding. Others may have a different explanation for your losses.

DON'T exult when you win, and intimate that it is entirely due to your skillful play. Others may have a different explanation for your success.

DON'T hold a post-mortem over every hand. Reserve your comments for an occasional interesting deal, and otherwise take as your motto, "On with the game!"

DON'T make facetious or irregular declarations, such as "I'll bid a pass"; "Double a pass"; "I'll *try* one Spade"; "One rousing No Trump"; "I'll risk three Hearts"; "Well, partner, you said three, I guess I can say four"; "I'll reserve my bid"; "We're Not Vulnerable. Four Spades!"

Make your declarations simply, without introduction or comment, but always be sure to designate the number you are bidding. Never announce the declaration by saying, "Hearts" or "No Trumps." The proper way to declare is to say: "Pass"; "No Bid"; "One No Trump"; "Two Spades"; "Three Hearts."

DON'T study too much and play too little. Such a regimen is apt to bring on a bad attack of "Bridge Indigestion."

DON'T be the kind of player who knows all the rules, but finds his game completely broken up by a pack of cards.

DON'T play "Laboratory Bridge." No matter how perfectly you may know your formulas, if you forget the human equation, you are overlooking one of the most important factors in the game. Study the psychology of your fellow players, and adapt your game accordingly.

DON'T criticize your partner. If he is an experienced player, it may anger him. If he is an inexperienced one, it will disconcert him. Either condition of mind is not apt to improve his play or his teamwork with you.

DON'T play with your husband or your wife unless you can do so harmoniously. There is nothing in life so painful as the position of the onlooker at a typical family "Bridge Brawl."

DON'T take Contract Bridge too seriously. Try to relax and enjoy yourself when playing. Remember, after all is said and done, it is only a *game*!

DON'T play slowly! Of all the bad Contract Bridge habits, this is the most insufferable. Nobody loves a slow player.

One more DON'T before we leave the subject of what not to do and how not to do it. DON'T play a local game. Whether you live on Main Street or Fifth Avenue, Magnolia Lane or Lake Shore Drive, if you have been playing local rules or conventions, forget them as quickly as possible, and get into the big game, where everybody speaks the same language.

APPENDIX

THE VANDERBILT CLUB-DIAMOND CONVENTION

The Club-Diamond convention, introduced during the summer of 1928 by Mr. Harold Vanderbilt, has found quite widespread favor. For this reason it would seem advisable for all cosmopolitan Contract players to become cognizant of this convention and be prepared to adjust their offensive and defensive game when meeting with players who use it.

Like most Minor suit signal bids, the chief object of the Club-Diamond convention is to allow an exchange of information which may reveal the surest way to a game-going make, plus any probability of a successful slam, before the bidding has progressed too far.

In using this system, when an original bidder starts with a declaration of one Club, he reveals a hand in which he has some concealed bid of greater or lesser strength, with a *minimum* of three positive tricks (*no half trick values*) in two or three suits. As the bid is only a convention, like the informative double, designed to get information from the partner, it carries no message concerning the Club suit. Clubs may be stopped or again they may be entirely missing from the hand of the Club bidder. If the intervening player passes, it is up to the Club bidder's partner to call "One Diamond" unless he has two Aces or an Ace and King in the same suit. No matter how strong this partner's hand may be, should it lack these two immediate tricks, one Diamond must be bid. For example, with

♠ K Q J 10 9 8 7, ♥ 4 3, ♦ —, ♣ 6 4 3 2, the partner of the Club bidder would be forced to declare one Diamond. But holding the two sure tricks he would show the suit headed by Ace-King, or one of the Ace suits. For example: ♠ A K, ♥ 9 7 6 5 2, ♦ 6 4 3 2, ♣ 3 2—"One Spade"; ♠ A 5, ♥ A 6 5 3, ♦ 9 2, ♣ 10 6 4 3 2—"One Heart"; ♠ 6 4 3 2, ♥ 9 7 5 3 2, ♦ A K, ♣ 4 2—"Two Diamonds"; ♠ 6 4 3 2, ♥ 5 3 2, ♦ J 4 3 2, ♣ A K—"Two Clubs."

With a hand containing the two requisite quick tricks and having distinct length and strength in a suit, the partner should respond with a higher bid than necessary to cover the original Club call.

After the preliminary skirmish of a one Club declaration, to which Partner responds with one Diamond, the real bidding of the hand commences. Naturally, to warrant his use of the Club convention, the original bidder must have some declaration to which he can resort. On the second round he shows his real bid. On a hand which needs some assistance from Partner he will make a bid of one or two in a suit or of one No Trump. With a practically sure game, but still hoping for a slam, his declaration would be one short of game, as three Spades, four Diamonds, two No Trumps, etc., thus still giving the partner an opportunity to show an Ace or a missing suit. If lacking any such slam material the partner should always complete the bid for game.

Players who use the Vanderbilt Club-Diamond convention never bid an original No Trump, no matter how strong the hand, unless every suit is stopped.

It must be apparent at a glance that this Club-Diamond convention has many points in its favor. Nor could it be doubted that any bid adopted by so mas-

terful a Contract player as Mr. Vanderbilt has intrinsic merit and must be productive of good results. But it is doubtful whether the advantages to be gained from the use of this convention are sufficient to make up for the loss of the natural Minor suit declarations which are so valuable in their own right as forcing bids and lead-directing game-savers. The importance of these lead-directing bids cannot be overlooked when it is remembered that the opponents average to play half the hands dealt. Also the importance of Minor suit bids to the score, designed either to make a game or to save a game, are of the highest significance in Contract where many partial scores are the rule. When it comes to the question of arriving at sound game bids and slam contracts, the author's experience with both systems, in teaching and playing, has led her to the conclusion that a natural method of bidding which includes the highly informative honor point counts at No Trumps and the Two Bids in suits, will, in the majority of cases, not only prove the more efficacious but will give less direct and valuable information to the opponents.

It is to be noted as a matter of interest that the players who have adopted the Club-Diamond convention are, as a rule, those who have never used the illuminating Two Bids and No Trump counts, and that players who have attained a high development of skill in this type of partnership bidding rarely, if ever, abandon it to take up a new convention.

GLOSSARY

Missing Suit. Having none of a suit originally.

Singleton. A one-card suit.

Doubleton. A two-card suit.

Reentry. A card which can be practically sure of winning a trick and putting a player in the lead.

Solid Suit. Five or more of a suit headed by Ace, King, and Queen.

Bust. A hand without a taking trick.

Declarer. The player who wins the contract and plays his own and Dummy's hand.

Love Score. No trick score on either side.

Cross Ruff. When partners can each trump a suit which the other can lead.

Touching honors. Two or more honors in sequence.

The Contracting. Begins when the deal ends, and ends when all four players pass, or after a declaration that three players in proper succession have passed.

SEQUENCES AND TENACES

The combination of two or more touching cards—Q J 10, K Q J, A K Q, etc., is known as a sequence. When the intermediate card of a three-card sequence is taken away, it is apparent that the holding becomes radically different. For example: Q-10, K-J, A-Q. Such broken sequences are called Tenaces.

THE LAWS OF CONTRACT BRIDGE

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THE LAWS OF CONTRACT BRIDGE

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THE LAWS OF CONTRACT BRIDGE

FOREWORD

For the benefit of the many players who have recently taken up Contract Bridge, the following explanation is made:

Laws are not drafted to prevent dishonorable practices; that they cannot accomplish. Ostracism is the only adequate remedy. The real object of the laws is to define the correct procedure and to provide for the situations which occur when a player through carelessness gains an unintentional, but nevertheless an unfair advantage. Consequently, penalties when provided are moderated to a minimum consistent with justice. An offending player should earnestly desire to pay the full penalty and thus atone for his mistake. When this essential principle is thoroughly understood, penalties are paid graciously and cheerfully, improper claims are not presented, arguments are avoided, and the pleasure of the players is materially enhanced.

PLAYERS

1. The game of Contract Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

CARDS

2. (a) Two packs of playing cards with different backs are used.

(b) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

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(c) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(d) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

RANK OF CARDS

3. The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

RANK OF SUITS IN DRAWING

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

THE DRAW

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

FORMING TABLES

6. (a) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(b) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

MEMBERS LEAVING A TABLE

7. If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When a member leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

PLAYERS LEAVING A TABLE

8. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(b) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

9. (a) A table having been formed, the members draw. He who draws highest becomes the first dealer

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and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(b) If, at the end of a rubber, a table consist of five or six members, those who have played the greatest number of consecutive rubbers are the first to lose their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(c) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

THE SHUFFLE

10. (a) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(b) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(c) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(d) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

THE HAND

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

THE CUT

12. (a) Dealer, immediately before the deal, places the pack before his right-hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(b) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut; a new shuffle and a new cut may be demanded by any player.

THE DEAL

13. (a) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. The dealer distributes the cards one at a time, face down; the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(b) Except at the beginning of a rubber, and except as in Laws 14, 15 and 16, the player to deal is the one on the left of the last previous dealer.

CARDS TOUCHED DURING DEAL

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

NEW DEAL

(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

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- (a) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.
- (b) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.
- (c) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.
- (d) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which make it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

NEW DEAL

(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(a) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(b) If the pack be imperfect.

In (a), the new deal is by the proper dealer with his own pack; in (b), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

THE CONTRACTING

17. (a) The contracting begins when the deal ends, and ends when all four players pass; or after a declara-

tion that three players in proper succession have passed. The first legal act of the contracting is a bid or pass by the dealer. Thereafter, each player in turn to the left must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent, or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(b) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

BID

18. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of tricks over six.

RANK OF BIDS

19. A bid of a greater number of tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

INSUFFICIENT BID

20. (a) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(b) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

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(c) If the player on the left of the insufficient bidder declare before attention has been called to the insufficiency, the insufficient bid stands and is treated as if sufficient.

(d) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the contracting. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

IMPOSSIBLE BID

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the contracting, and either opponent may:

(a) Demand a new deal.

(b) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(c) Direct that the contracting revert to the last legitimate declaration and be continued by the side not in error.

BID OR DOUBLE OUT OF TURN

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the contracting proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the contracting; but the offender may declare thereafter in his proper turn. When the partner of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-

turn bidder, and before attention is called to the out-of-turn bid, the contracting continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26-g provides.

PASS

23. When, in his proper turn in the contracting, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the contracting.

PASS OUT OF TURN

24. (a) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double or redouble until the first bid has been overbid or doubled.

(b) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (a) or (b): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the contracting proceeds, and the offender may declare in turn.

In either (a) or (b): if it be the turn to declare of the player on the right of the offender, a declaration by the in-turn player made before his partner declares, is regular and calls attention to the offense.

DOUBLES AND REDOUBLES

25. During the contracting and in proper turn, a player may double the last previous bid, if made by an op-

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ponent, or redouble an opponent's double. Doubles and redoubles increase the values of made contracts (Law 36-*b*), extra tricks and undertricks (Law 52-*b*). Doubling or redoubling does not change bidding values (Law 19), the values of honors or slams, nor that part of a revoke penalty which is scored in points. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (a) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(b) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and in any such case, both the offending player and his partner must thereafter pass.

(c) A bid, double or redouble, made after the contracting is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(d) A pass made after the contracting is ended is void; no penalty.

(e) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add two hundred points to the honor score of his side.

(f) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add one hundred points to its honor score.

(g) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

- (1) To call the bid made before the offense the final bid.
- (2) To call the doubled or redoubled bid the final bid.
- (3) To demand a new deal.
- (h) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the contracting.

CHANGING DECLARATION

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa*; or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempts to do so, the second declaration is void and may be penalized as a bid out of turn.

CARDS EXPOSED DURING THE CONTRACTING

28. If, during the contracting, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the contracting.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become De-

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clarer he may, before the Dummy is exposed, prohibit a lead of the suit of the exposed card by the partner of the offender. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

THE CONTRACT

29. At the end of the contracting the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

THE DUMMY

30. (a) After the end of the contracting, unless all four players have passed initially, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(b) During the play, Dummy may not:

- (1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.
- (2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or

play such card (if legal) or refrain from doing so.

(c) Except as provided in (b), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(d) If Dummy have intentionally seen any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

LEAD AND PLAY

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(a) By an adversary, when the card is so placed or held that his partner sees its face.

(b) By Declarer, when the card is quitted face up on the table.

(c) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he manifestly be pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

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CARDS EXPOSED DURING PLAY

32. During the play the following are exposed cards:

- (a) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.
- (b) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.
- (c) A card dropped elsewhere than on the table, if the partner sees its face.
- (d) A card so held by a player that his partner sees any portion of its face.
- (e) A card mentioned by either adversary as being in his own or in his partner's hand.
- (f) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.
- (g) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.
- (h) A card designated by any law as "exposed."

PENALTY FOR EXPOSED CARDS

33. (a) There is no penalty for a card exposed by Declarer or Dummy.

- (b) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i.e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a renounce.
- (c) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he legally can do so: but until played, Declarer may call it any number of times.

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

34. (a) After the contracting ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(b) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(c) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(d) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(e) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(f) After a lead by Declarer or Dummy, should Fourth

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player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(g) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(h) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(j) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

TRICKS

35. (a) Unless compelled, as a penalty, to lead in a certain way, a player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(b) A trick consists of four cards played in succession, beginning with a lead.

(c) A trick containing one trump-card or more is won by the player who plays the highest trump-card. A trick containing no trump-card is won by the player who plays the highest card of the suit led.

(d) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(e) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(f) The winner of each trick leads to the next, until the last trick is played.

THE MADE CONTRACT

36. (a) The Made Contract represents the number of tricks won by Declarer after he has won six tricks, up to and including the number of tricks named in his contract. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fails to win the contract, his side scores nothing for tricks; but if he makes his contract, his side scores in their contract score, the value, normal, doubled or redoubled, of the Made Contract. For the Made Contract trick values see Law 52-a. The value normal, doubled or redoubled of their Made Contract is the only score either side can score in its contract score. All other points, including extra tricks made, are scored in the honor score.

(b) Doubling doubles the normal value of the tricks

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of the Made Contract; redoubling multiplies by four the normal value of said tricks.

EXTRA TRICKS

37. (a) Extra tricks are tricks won by Declarer in excess of his Made Contract.

(b) Extra tricks are scored in the honor score (Law 52-*b*).

UNDERTRICKS

38. (a) The book of the adversaries is seven minus the number of tricks named in Declarer's contract. When the adversaries win a trick or tricks in addition to their book, such tricks are undertricks.

(b) The adversaries score in their honor score for all undertricks (Law 52-*b*).

REFUSE AND RENOUNCE

39. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

40. (a) A renounce becomes a revoke:

(1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(b) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(c) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit; and fails to act as directed when

able to do so: he is subject to the penalty for a revoke.

(d) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

REVOKE AVOIDED

41. A renouncing player is not penalized for revoke under the following circumstances:

(a) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(b) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(c) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

RENOUNCE PENALTY

42. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick, or claimed any of the remaining tricks. In that case there is no revoke penalty; but the player, if an adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest

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or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

REVOKE PENALTY

43. (a) Two tricks for the first revoke by any player.
(b) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer, and carry their full premium or penalty values in the honor score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

TIME LIMITATION OF REVOKE CLAIM

44. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand

of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

CLAIMING TRICKS

45. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

- (a) He announces his intention to do so when making his claim; or
- (b) The adversary on the left of the finessing hand had refused the suit before the claim was made.

CONCEDING TRICKS

46. (a) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

- (b) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

GAME

47. A game is won when one side makes a contract score of 100 or more points. A game may be completed in one hand or more; each hand is played out and the full value of a made contract is counted, whether or not needed to make game. No contract points are carried

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over from one game to the next; each side starts a new game with a contract score of zero.

VULNERABLE

48. After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

RUBBER

49. (a) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side having the net points (Law 52-c) wins the rubber.

(b) When a rubber is started with the agreement that the play shall terminate (*i.e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, two hundred points being added to the honor score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (b).

HONORS

50. (a) In a No-Trump Contract, the honors are the four aces; in a suit contract, the honors are the Ace, King, Queen, Jack and Ten of that suit.

(b) Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. Honor premiums are additional to all other premiums (Law 52-*b*).

SLAMS

51. (a) A Grand Slam is the winning of thirteen tricks by the Declarer. A Small Slam is the winning of twelve tricks by the Declarer. (See also Law 43-*b*.)

(b) Slam premiums are additional to all other premiums; and to score the premium, the slam must be contracted for. Their value is not changed by doubling or redoubling (Law 52-*b*).

SCORING

52. (a) *Contract Score*: Each side has a contract score in which are recorded only points for Made Contracts. (Law 36.) Each Made Contract counts per trick:

With No Trump	35 points
With Spades Trumps	30 points
With Hearts Trumps	30 points
With Diamonds Trumps	20 points
With Clubs Trumps	20 points

Doubling and Redoubling, Law 36-*b*.

Rank of Bids, Law 19.

(b) *Honor Score*: Each side has an honor score in which all premiums and all penalties are scored as follows:

PREMIUMS

<i>Honors:</i>	<i>Points</i>
4 Trump Honors in one hand	100
5 Trump Honors in one hand	150
4 Aces in one hand in No Trumps	150
All Other	None

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	<i>Points</i>
<i>For Winning Final Game of Rubber:</i>	
If a two-game rubber	700
If a three-game rubber	500
<i>Making Contract:</i>	
If Undoubled	None
If Doubled (When Declarer is Not Vulnerable)	50
(When Declarer is Vulnerable)	100
<i>Extra Tricks:</i>	
If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick	50
If Doubled (When Declarer is Not Vulnerable), per trick	100
(When Declarer is Vulnerable), per trick	200
<i>Slams Bid and Made (Law 51):</i>	
Little Slam (When Declarer is Not Vulnerable)	500
(When Declarer is Vulnerable)	750
Grand Slam (When Declarer is Not Vulnerable)	1000
(When Declarer is Vulnerable)	1500
<i>Unbid Slams Made</i>	No Slam premiums

PENALTIES

<i>Undertricks (Scored in Adversaries' honor score):</i>	
If Undoubled (When Declarer is Not Vulnerable)	
per trick	50
If Undoubled (When Declarer is Vulnerable)	
for first trick	100
for subsequent tricks	200
If Doubled (When Declarer is Not Vulnerable)	
first two tricks, per trick	100
for third and fourth tricks, per trick	200
for subsequent tricks, per trick	400
If Doubled (When Declarer is Vulnerable)	
for the first trick	200
for subsequent tricks, per trick	400

Redoubling doubles the doubled premiums and penalties.

Neither doubling nor redoubling changes the premiums for games, slams and honors; nor the penalty in the honor score for the revoke.

(c) At the end of the rubber, the total points of a side are obtained by adding together its contract score and its honor score. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(d) A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(e) A proved error in the contract score may be corrected at any time before the next contracting begins; or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(f) A proved error in addition or subtraction may be corrected whenever discovered.

CONSULTATION AND SELECTION OF PENALTIES

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty, he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(c) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

INFORMATION

54. (a) During the contracting, information must be given concerning its details; but, after it is ended, should

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either adversary or Dummy inform his partner regarding any detail of the contracting, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(b) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(d) If, before or during the contracting, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the contracting.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.
2. A player who has looked at his cards should not indicate by word, manner, or gesture the nature of his

hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

GOULASHES

(Optional)

When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer. Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3). The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the

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right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player.

When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

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- New —, see NEW DEAL.
- out of turn 16(a).
- "Passed out" —, 17(b).
- Players — in turn to left, 13(b).
- When — begins and ends, 13(a).
 - with imperfect or incorrect pack, 15 II, 16(b).
 - with wrong pack, 16(a).

DEALER.

- completes cut, 12(a), 12(b).
- deals improperly, 15, 16.
- First —, how selected, 9(a).
- New — deals, 16(a), 17(b).
- omits cut, 16(a).
- 's partner, 9(a).
- Same — deals, 15, 16(b).
- shuffles last, 10(a).

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DECLARATION. See also DECLARE.

—changed, 27.

Inadvertent —, 27.

Irregular —, 26.

“—” includes “bid,” “pass,” “double,” and “redouble,” 17(a).

—made when under compulsion to pass, 26(b).

DECLARATION OUT OF TURN.

Bid after end of contracting, 26(c).

Bid by barred player, 26(b).

Double after end of contracting, 26(c).

Double by barred player, 26(b).

Double made before bid, 26(a).

Irregular — condoned or penalized, 20, 21, 22, 24, 26.

Pass after end of contracting, 26(d).

Pass made before bid, 24(a).

Redouble after end of contracting, 26(c).

Redouble by barred player, 26(b).

Redouble made before bid, 26(a).

DECLARE(S). See also DECLARATION.

—ing and changing, 27.

“—” includes “bid,” “pass,” “double,” and “redouble,” 17(a).

DECLARER.

“Adversary” is —’s opponent, 29.

— and contract, 29, 36(a).

— and dummy, 29.

—’s book, 29, 36(a).

— claims or concedes tricks, 45, 46(a).

— completes lead or play, 31(b), 31(c).

— defined, 29.

— gathers tricks, 35(d).

— leads from wrong hand, 34(c).

— leads out of turn, 34.

— makes contract by adverse revoke, 43(b).

— may not forbid lead of exposed card, 33(c).

— may not forbid lead of more than three suits, 28.

— not liable for exposed cards, 33(a).

Only — scores for tricks over six, 36(a).

—’s partner exposes hand, 30(a), 34(a).

Partner who first names suit is —, 29.

— plays dummy’s cards, 30(a).

— plays out of turn, 34(c), 34(g).

— taking finesse, 45.

— touching card, 31(c).

DEFINITIONS.

Adversary, 29. Bid, 18. Bid out of turn, 22. Book, 36(a), 38(a). Contract, 29. Contract Bridge, 1. Contract Score, 52(a). Contracting, 17. Correct pack, 2. Cut, 12. Deal, 13. Declaration, 17(a). Declare, 17(a). Declarer, 29. Double, 25. Drawing, 9. Dummy, 29. Exposed cards, 32. Extra tricks, 37. Following suit, 35(a). Game, 47. Hand, 11. Higher bid, 19. Honor score, 52(b). Honors, 50(a).

Imperfect pack, 2. Impossible bid, 21. Insufficient bid, 20. Lead, 31. Member, 6. Net points, 52(c). Odd tricks, 36(a). Partners, 1. Pass, 23. Play, 31. Premiums, 52(b). Redouble, 25. Refuse, 39. Renounce, 39. Revoke, 40. Rubber, 49(a). Shuffle, 10. Side, 1. Slam, 51. Total points, 52(c). Trick, 35(b). Tricks over six, 36(a). Undertrick, 38. Vulnerable, 48. Winning rubber, 49(a).

DEMANDING NEW CARDS, 2(d).

DEUCE LOW, 3.

DIAMONDS COUNT TWENTY, 52(a).

DOUBLE.

- after contracting ends, 26(c).
- before a bid is made, 26(a).
- “Declare” includes “—,” 17(a).
- defined, 25.
- does not change bidding values, etc., 25, 50(b).
- increases trick values, etc., 25, 36(b), 52(b).
- of a —, 25.
- of designated suit, 26(h).
- of partner’s bid, 26(f).
- of redouble, 26(e).
- out of turn, 22, 26(a), 26(g).
- when turn of partner, 26(g).
- when under compulsion to pass, 26(b).

DRAW(ING).

- All — from same pack, 5.
- for cutting out, 9(b).
- for deal, 9(a).
- for entry, 6(a).
- for packs and seats, 9.
- for partners, 9(a), 9(c).
- , how conducted, 5.
- more than one card, 5.

Rank of cards in —, 3.
Rank of suits in —, 4.

DUMMY.

- completes lead or play, 31(c).
- corrects renounce, 41(a).
- Declarer plays —’s cards, 30(a).
- defined, 29.
- exposes cards prematurely, 34(a).
- leads out of turn, 34(c).
- leaving table, 41(b).
- ’s limitations (conditional), 30(d), 41(c), 46(a).
- ’s limitations (unconditional), 30(b).
- not liable for exposed cards, 33(a).
- not liable for revoke, 41(a).
- ’s rights, 30(c), 34(a).
- suggests “playing it out,” 46(a).
- touching cards, 30(b-2), 31(c).

ENTRY AT TABLE, 6, 7, 8(b).

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ERROR.

- Cards played in —, 34.
- in addition and subtraction, 52(f).
- in contract score, 52(e).
- in dealing, 15, 16.
- in honor score, 52(d).

ETHICS AND ETIQUETTE following law, 54.

EXPOSED CARDS.

- after claiming tricks, 45.
- after conceding tricks, 46.
- after renounce, 42.
- by Junior, 34(a).

Calling —, see COMPULSORY PLAYS.

- cannot force renounce, 33(b).

Declarer and dummy not liable for —, 33(a).

- defined, 32.

Dummy calls attention to —, 30(d-2).

- during contracting, 28.
- during cut, 12(b).
- during deal, 14, 15(b).
- during play, 32, 34(e).
- during shuffle, 10(c).

Penalty for —, 33.

- may be called several times, 33(c).
- may be played, 33(c).

Two or more —, 32(a), 32(g), 34(b).

EXPOSED TEN, 28.

EXTRA TRICKS, 37, 52(b).

FACED CARDS. See EXPOSED CARDS.

FAILING TO PLAY AS DIRECTED, 40(c).

FINESSE, WHEN NOT TO BE TAKEN, 45.

FOLLOWING SUIT, 35(a).

FORMING TABLES, 6.

FOURTH HAND PLAYS BEFORE SECOND, 34(f).

GAME(S).

All — points counted, 47.

—, how played, 1.

Hundred points to a —, 47.

— score, 52(b).

— starts at zero, 47.

Two — win rubber, 49(a).

— won by revoke, 43(b).

GATHERING TRICKS, 35(d).

GIVING INFORMATION, 54.

GOULASHES, 39, 40.

GRAND SLAM, 51(a), 52(b).

HAND.

— begins and ends, 11.

Each — played out, 47.

HEARTS COUNT THIRTY, 52(a).

HIGHER BID.

Bid, if not —, is insufficient, 20(a).

— defined, 19.

— must be made, 17(a).

HONOR(S).

— count as dealt, 50(b).

— described, 50(a).

— not affected by double or redouble, 50(b).

— score, 36(a), 52(b).

— values, 50(b).

“I ARRANGE,” 31(c).**IMPERFECT PACK.**

— causes new deal, 16(b).

— defined, 2(c).

IMPOSSIBLE BID, 21.**“INADVERTENTLY” DEFINED, 27.****INCOMPLETE TABLE, 6(b).****INCORRECT PACK.**

— causes new deal, 15 II.

— defined, 2(b).

INFORMATION, 54.**INITIAL LEAD, 30(a).****INSUFFICIENT BID.**

— condoned, 20(c).

— corrected, 20(b), 20(d).

— defined, 20(a).

— penalized, 20(d).

JUNIOR.

— defined, 29.

— leads out of turn, 34(a).

LAYING DOWN CARDS, 30(a), 32(g), 45, 46.**LEAD.**

— by partner of proper leader, 34.

Calling a —, see **COMPULSORY PLAYS**.

Changing —, 42.

— completed by adversary, 31(a).

— completed by declarer, 31(b).

— completed by dummy, 31(c).

— defined, 31.

— establishes revoke, 40(a-1).

— from wrong hand, 34.

Initial — by Senior, 30(a).

— of several winning cards, 34(e).

— out of turn, 30(b-1), 30(d-3), 34

— simultaneously, 34(b).

Which player —s, 30(a), 35(a), 35(f).

LEAVING.

— four cards in cut, 12(b).

— four cards in draw, 5.

— table, 7, 8, 41(b), 49(b), 49(c).

LOOKING AT QUITTED TRICK, 15 II, 35(e), 40(b).

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LOSING TRICK (COMPULSORY). See COMPULSORY PLAYS.

MADE CONTRACT, 36, 52.

MAKING UP TABLES, 6.

MARKED CARDS, 2(c).

MEMBERS.

— draw for partners and deal, 9(a).

— leaving tables, 7.

— of table, 6(a), 7, 8.

Six — make complete table, 6(a).

MISDEAL, 15, 16.

MISDRAW, 5.

MISSING CARDS, 15 II, 34(j), 40(d).

NAMING.

— card, 30(b-2), 31(c), 32(e).

— doubled or redoubled bid, 26(h).

NET SCORE, 49(a), 52(c).

NEW.

— cards, 2(d), 15 II, 16(b).

— cut, 12(b).

— deal, see NEW DEAL.

— shuffle, 10(d), 12(b).

NEW DEAL.

Compulsory —, 15.

— for card faced or exposed, 15 I(b).

— for cut omitted, 16(a).

— for deal by wrong dealer, 16(a).

— for dealing with wrong pack, 16(a).

— for exposed card, 14, 15(b).

— for illegal double or redouble, 26(c), 26(g-3).

— for imperfect pack, 16(b).

— for impossible bid, 21(a).

— for improper number of cards dealt, 15(a), 15(c), 15(d).

— for incorrect pack, 15 II.

— for irregular deal, 15, 16.

— for missing cards, 15 II.

— for omitting playing to trick, 34(h).

Optional —, 16.

— when four players pass, 17(b).

“NO BID” (SAME AS “PASS”).

“—” changed to “No Trump” or *vice versa*, 27.

NO TRUMP.

— defined, 18.

— highest in contracting, 19.

— honors, 50(a).

— tricks count thirty-five, 52(a).

OPPONENTS CALL ATTENTION TO RENOUNCE, 41(b), 41(c).

PACK(S). See also CARD(S).

Backs of — must be different, 2(a).

Choice of —, 9.

PACK(S).

- Correct —, 2(b), 15 II.
- New —, 2(d), 15 II, 16(b).
- Perfect —, 2(c), 16(b).
- Replacing —, 2(d).
- Shuffling —, 10.
- Soiled —, 2(c).
- Still —, 10(b), 15 II.
- Two — used, 2(a).
- Wrong — dealt, 16(a).

PARTNERS, 1, 9.

PASS.

- “Declare” includes —, 17(a).
- defined, 23.
- ends contracting, 17, 23.
- Four players — in succession, 17(a), 17(b).
- made after contracting ends, 26(d).
- (“no bid”) changed to no trump, 27.
- out of turn, 24, 26(d).
- Three players —, 17(a).

PENALTY.

- Reasonable time for selecting —, 53(g).
- Selection of —, 53.
- score, 52(b).

PENALTY APPLIED.

- Barred from contracting, 20(d), 21, 22, 24(a), 24(b), 26(a), 26(b), 26(h), 28, 54(d).
- Bidding errors, 22, 26.
- Breaking up tables, 8(b), 49(c).
- Calling exposed card, see EXPOSED CARDS.
- Calling or prohibiting card, lead, suit, highest or lowest, lose or win, etc, see COMPULSORY PLAYS.
- Consultation, 53.
- Contract failure, 36(a).
- Cut omitted, 16(a).
- Cutting wrong, 12(b).
- Dealing errors, 15, 16.
- Declaration errors, 20, 21, 22, 24, 26, 27.
- Doubling errors, 22, 26.
- Exposed cards, 33.
- Failure of play to trick, 34(h).
- Improper information, 54.
- Insufficient bid, 20(d).
- Lead out of turn, 30(d-3), 34(a).
- Leaving table, 8, 51(c).
- Refusing to finish rubber, 54(b).
- Renounce, 41(c), 42.
- Revoke, 30(d-4), 30(d-5), 34(j), 40(c), 43.
- Shuffling errors, 10(d).
- Undertricks, 52(b).
- Wrong number of cards held, 15(c), 15(d).

PERFECT PACK, 2(c).

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PLACING CARDS, 54(b).

PLAY.

Barred —, see COMPULSORY PLAYS.

— begins and ends, 30(a).

— completed by adversary, 31(a).

— completed by declarer, 31(b).

— completed by dummy, 31(c).

Compulsory —, see COMPULSORY PLAYS.

— defined, 31.

— establishes revoke, 40(a-1).

— failing to — as directed, 40(c).

— ing out of turn, 34.

— ing out the hand, 45, 47, 49(b).

— ing to a trick, 35.

Order of —, 35(a).

PLAYER(S).

Four — in game, 1.

— leaving table, 8.

PLAYING CARDS, 2.

POINTS.

All game — counted, 47.

—, how scored, 52.

— not carried forward, 47.

One hundred — to game, 47.

PREMIUMS, 52(b).

PRIORITY.

— among candidates, 6.

— among members, 9.

PROTECTION FROM "REVOKEs," 41(b).

QUITTED.

— cards, 31.

— tricks, 34(h), 34(j), 35(e), 54(b).

RANK.

— of bids, 19.

— of cards, 3.

— of players, 6, 7, 8.

— of suits, 4.

REDOUBLE.

— after contracting ends, 26(c).

— before a bid, 26(a).

"Declare" includes "—," 17(a).

— defined, 25.

— does not change bidding values, etc., 25, 50(b).

— increases trick values, etc., 25, 36(b), 52(b).

— of designated suit, 26(h).

— of opponent's bid, 25.

— of partner's double, 26(f).

— of —, 26(e).

— out of turn, 22, 26(a), 26(g).

Penalties for improper, 26.

— when partner's turn, 26(g).

REDOUBLE.

—when under compulsion to pass, 26(b).

REFUSE DEFINED, 39.

RENOUNCE.

Opponent calls attention to —, 41(b), 41(c).

—becomes a revoke, 40.

—corrected, 41, 42.

—defined, 39.

—penalty, 41(c), 42.

REPLACING PACKS, 2(d).

RETURNING TO TABLE, 7, 8(b).

REVOKE.

—avoided, 41.

—defined, 40.

—helps to win or defeat contract, 43(b).

—in irregular trick, 34(h), 34(j).

Dummy not liable for, 41(a).

—on account of card short, 40(d).

—penalty, 43.

“Protection from —,” 41(b).

Renounce becomes —, 40.

Time limit of —, 44.

—when player fails to play as directed, 40(c).

RIGHTS.

—at table, 6, 7, 8, 9.

—of dummy, 30, 34(a).

ROOM, FIRST IN, 6(a).

RUBBER.

Cutting out at end of —, 9(b).

Net points of —, 49(a), 52(c).

Not starting — after specified time, 49(b).

Premium for —, 52(b).

Scoring unfinished —, 49(b), 49(c).

Unfinished —, 49(b), 49(c).

When — begins and ends, 49(a).

SAME DEALER, 15, 16(b).

SAME PACK, 15.

SCORE.

—cancelled, 49(b), 49(c).

Contract —, 36(a), 52(a).

Doubling —, 52(b).

—for extra tricks, 52(b).

Game —, 47, 52(b).

Honor —, 36(a), 50(b), 52(b).

Penalty —, 52(b).

Premium —, 52(b).

Redoubling —, 52(b).

Slam —, 52(b).

—stands, 15 II.

Undertrick —, 52(b).

Unfinished rubber —, 49(b), 49(c).

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SEARCHING QUITTED TRICKS, 35(*e*), 40(*b*).

SEATS, CHOICE OF, 9(*a*), 9(*c*).

SEGREGATING TRICKS, 34(*j*), 35(*d*), 40(*b*).

SELECTION OF PENALTY, 53.

SENIOR.

—defined, 29.

—makes first lead, 30(*a*).

SHUFFLE.

—after the cut, 12(*b*).

Dealer may — last, 10(*a*).

—described, 10.

New —, 10(*d*), 12(*b*).

SIDE, 1.

SLAM(S).

—defined, 51.

—earned by revoke, 43(*b*).

—not affected by double or redouble, 25.

Unbid —, 52(*b*).

Value of —, 41, 52(*b*).

SMALL SLAM, 51(*a*), 52(*b*).

SOILED CARDS, 2(*c*).

SPADES COUNT THIRTY, 52(*a*).

STILL PACK.

Missing cards found in —, 15 II.

Shuffled, 10(*b*).

SUBSTITUTES, 8(*a*), 49(*c*).

SUBSTITUTING CARDS, 2(*d*), 42.

SUBTRACTION, ERROR IN, 52(*f*).

SUITS, RANK OF, 4, 35(*c*).

TABLE(S).

Breaking up a —, 8(*b*).

Complete —, 6(*a*).

Cutting out of —, 9(*b*).

Forming —, 6.

Leaving —, 7, 8.

Six members make complete —, 6(*a*).

Vacancies at —, 6, 7, 8.

TEN EXPOSED, 28.

TERMINATION OF RUBBER AT SPECIFIED TIME,
49(*b*), 49(*c*).

THIRTEENTH CARD SHOWN, 32(*f*).

TOO MANY OR TOO FEW CARDS, 15 I, 34(*h*), 34(*j*), 40(*d*).

TORN CARDS, 2(*c*).

TOTAL SCORE, 52(*c*).

TOUCHING A CARD, 14, 30(*b-2*), 31(*c*).

TRICK(S).

Claiming and conceding —, 45, 46.

Compulsory winning or losing of —, see COMPULSORY PLAYS.

—defined, 35(*b*).

Extra —, 37.

TRICK(S).

- gained by revoke, 43(b).
- gathered by wrong side, 35(d).
- Giving information regarding winner of —, 54(b).
- Leading to —, 30(a), 35(a), 35(f).
- gathered by wrong side, 35(d).
- Looking at quitted —, 35(e).
- Mixing —, 35(d), 40(b).
- Number of — in book, 36(a), 38(a).
- Omitting playing to —, 34(h).
- Order of playing to —, 35(a).
- Over six.
- defined, 36(a).
- value, 52(a).
- when counted, 36.
- where scored, 52(a).
- Playing to — makes revoke, 40(a-1).
- Quitted — containing fewer than four cards, 34(h).
- Quitted — containing more than four cards, 34(j).
- Segregating —, 34(j), 35(d), 40(b).
- Trumping a —, 35(c), 48.
- values, 52(a).
- under —s, 38.
- Winning a —, 35(c).

TRUMP SUIT, 29, 35(c).

TWO OR MORE CARDS EXPOSED, 28, 32(a), 32(g), 34(b).

UNAUTHORIZED INFORMATION, 54.

UNBID SLAMS, 52(b).

UNDERTRICKS, 38, 32(b).

UNFINISHED RUBBER, 49(b), 49(c).

VACANCIES AT TABLES, 6, 7, 8.

VALUES.

- Bidding —, 19.
- Honor —, 50(b).
- in general, 52.
- of suits, 4.
- Trick —, 52(a).

VULNERABLE, 48, 52(b).

WITHDRAWING FROM TABLES, 7, 8.

WRONG.

- cut, 12(b), 16(a).
- cutter, 12(b), 16(a).
- deal, 15, 16.
- dealer, 16(a).
- pack, 16(a).
- penalty, 53.
- score, 52(d), 52(e), 52(f).
- side gathers trick, 35(d).

